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GAMES GUIDE

Jason Rich

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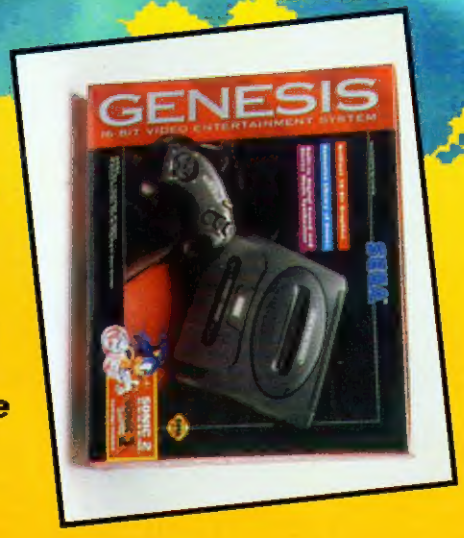
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INTRODUCTION



The Sega™ Genesis™ isn't just another stand-alone 16-bit video gaming system. Sure, with hit titles like *Sonic the Hedgehog™ 1, 2,* and *3, Sonic & Knuckles™*, Disney's *Aladdin™*, *Joe Montana Football®*, *Ecco the Dolphin™: Tides of Time*, *Toe Jam™ & Earl™ In Panic on Funkotron*, *NBA™ JAM™*, *Mortal Kombat™ I & II*, *Virtua Racing™*, *Super Street Fighter II™*, *Eternal Champions™*, *Jurassic Park™: Rampage Edition*, and other games, you can experience all the hottest video games first-hand on your television, but Genesis offers even more!



The Genesis is a powerful 16-bit system, a multimedia gaming system (with the Sega CD™ accessory), a powerful 32-bit gaming system (with the Genesis 32X™ accessory), and a gateway to the much-hyped Information Superhighway. By mid-1995, millions of Americans should be able to connect their Genesis to The Sega Channel™ and play dozens of new games each month, via cable television.

Soon, what you dismissed as just a game system will allow you to connect with the world and also play the most popular video games. Sega of America and Sega's third-party game developers continue to provide advanced generations of games, incorporating better graphics, more detailed animation, improved stereo sound, and faster game play speeds. As the programmers develop better data-compression techniques, they jam ever more programming data and live action video footage onto the game carts and CDs, and create realistic, exciting, and challenging game play experiences for gamers of all ages.



Genesis 32X Preview



"Welcome to the next level!" As a Genesis, Sega CD, Genesis 32X, and/or Genesis CDX™ owner, you have a powerful gaming machine that offers the best of today's technology.

If you are a Genesis or Genesis CDX owner who wants to move up to 32-bit gaming, don't buy a new system. Just connect the 32X accessory to an existing Genesis and transform it into a powerful 32-bit gaming system that offers faster processing speed, a palette of over 32,000 colors, the capability to generate texture-mapped and/or 3-D polygon graphics, and improved live-action video footage. The 32X's two high-speed RISC processors and dual frame buffers allow rendering of 50,000 polygons per second.

This optional accessory connects to a Genesis or Genesis CDX system and costs less than $150. Because the 32X is compatible with the Sega CD accessory, you can play the newest CD-based 32-bit games.

Some of the first Genesis 32X game titles being readied come directly from Sega. However, over 25 third-party game developers, including Acclaim Entertainment, Capcom USA, Accolade, Absolute Entertainment, Interplay, Konami, Rocket Science, and Virgin Games, are developing 32X games. The goal of the 32X is to keep the Genesis system from becoming outdated, at least until 1997.

Among the first titles released for the Genesis 32X are:



Star Wars® Arcade™—A science fiction shooter that features polygon graphics and allows you to pilot an X-Wing fighter through 4 levels of nonstop action. The goal in this 1- or 2-player game: destroy the Death Star.



Doom™—Following in the footsteps of one of the most popular PC computer games of all time, this 32-bit game comes on a 24-meg cart and faithfully recreates the nonstop shooting action of the PC game. Because you experience Doom from a first-person perspective, you experience total immersion in the action.

Virtua Racing Deluxe™—Sega's SVP™ chip is built into the 32X, which makes the 32-bit edition of Virtua Racing cheaper than the 16-bit cart. Featuring 3 cars that you control on 6 courses, you also can instantly switch between 4 perspectives.

Cyber Brawl®—Fighting games are hot, but when fighting an opponent who is rendered in 3-D 32-bit graphics, the game play becomes exceptional. This 1- or 2-player game offers a viewing perspective that zooms, scales, and rotates.

Midnight Raiders™—In this CD-based 32X game, you pilot an AH-64 Apache attack helicopter. The mission: rescue a kidnapped government official. Because of the TruVideo live-action video footage, this game is both realistic and intense.

Fahrenheit®—You experience the life of a firefighter in this CD-based 32X game. Although you don't actually feel flames, the action and challenge are intense, thanks in part to the TruVideo live-action video footage.



This list is only a taste of what to expect with 32-bit Genesis game titles. Other upcoming titles include: ***Super Motorcross™***, ***Golf Magazine® Presents 36 Great Holes Starring Fred Couples™***, ***Tempo™***, ***Super Afterburner™***, ***Space Harrier™***, ***Surgical Strike™***, ***Wirehead™***, ***Stellar Assault™***, and ***Shadow Of Atlantis™***, (see the preceding screen shots). Also, watch for the 32-bit version of the arcade hit ***Virtua Fighter***.





Only the Sega Genesis, Sega CD, and Genesis CDX allow you to connect The Activator™ accessory (sold separately) to the gaming system, and control favorite games using your entire body. This accessory is ideal for fighting games, such as Eternal Champions.

YOU WANT THE SEGA CHANNEL!

If you subscribe to cable television, for the price of a monthly premium channel like HBO™, Showtime™, or The Disney Channel™, you can receive a special adapter for the Genesis and connect to The Sega Channel.

Each month, subscribers to The Sega Channel can play any of 50 popular Genesis titles or preview upcoming games, 24 hours a day. To keep this interactive game network fresh, the game titles, news, and information available to gamers changes monthly.

From the "Now Playing" screen of The Sega Channel, you can choose a game category, and then see a directory of games, news, or tips available in that category. The categories currently available include:

- ***Test Drives.*** Experience previews of upcoming Genesis games, before release.
- ***Sports Arena.*** A selection of the hottest sports simulations.
- ***The Arcade.*** The action and shoot 'em up type games that make the Genesis exciting are featured here.
- ***Swords & Spells.*** Experience the latest role-playing adventures.
- ***Wings & Wheels.*** If you like to fly or drive, there's plenty to do in this area.
- ***The Think Tank.*** Puzzle games are fast, addicting, challenging, and available to gamers in this area.
- ***The Family Room.*** Games suitable for the entire family (and young gamers) can be found here.
- ***Classics.*** Here's your chance to play classic Genesis games from the late-1980s and early-1990s.

As part of a test marketing campaign, the Sega Channel now is available to 27 million homes in America. By mid-1995, gamers across America should be able to access The Sega Channel at home. Why just watch television when you can interact with it? For more information, call your local cable company and say "I want The Sega Channel today!"

SEGA IS AT DISNEY WORLD

The next time you go to Disney World in Florida, visit one of Epcot Center's newest attractions, Innoventions.



As part of the high-tech, interactive Innovations exhibit, Sega is showing off its latest arcade games and home video game technology. Over 140 play stations await you so that you can check out the newest Genesis, Sega CD, Genesis 32X, and Sega arcade games—many of which aren't yet available. Even better, this 10,000 square foot exhibit changes constantly, so you always see the latest games, accessories and Sega systems.

HERE'S WHAT YOU GET FOR READING THIS BOOK

This book provides detailed game-play tips, strategies, passwords, and Game Genie® codes for some of the hottest 16-bit cart-based Genesis games currently on the market and also for the newest games. Use this information to pummel your friends when playing martial arts fighting games, or to reach the highest levels in action/adventure games.

This full-color book offers the latest information on the Genesis 32X accessory, and offers a peek at the first of Sega's 32-bit games to be released.

After reading this book, if you find a game that you think sounds cool, but you're not sure you will really enjoy it, rent the game. Most smart video gamers rent to preview a game before buying. To test drive a game, rent the game from a local video store for a night or two. If you like the game, buy a copy to add your video game library. With hundreds of games currently available for the Genesis—and more being released each month—you probably can't afford to buy 'em all.

Now, turn the page. Hundreds of game play tips await. With practice, you soon will beat your favorite Genesis games.

A final word...video games are fun, exciting, challenging, and can entertain you for hours on end. Before you sit and play your favorite video game(s), be sure that your homework or business work is done. Then, feel free to kick back, relax, and start gaming!

Have you discovered any passwords, strategies, or game play tips? If you want to share these discoveries with other gamers, send a letter describing your game play tips to:

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SONIC THE HEDGEHOG™ 3

Category: Action/Adventure
Cart Size: 16-Meg
of Players: 1 or 2 Players
Controller: 3-Button



America's favorite superhero hedgehog is back for a new adventure as he blasts his way through all-new Zones, encounters more Badniks, and ultimately faces down his arch rival, Dr. Ivo Robotnik.

The Story Continues

The Floating Island is a magic place. The powers of The Chaos Emeralds make this large island float in the clouds, where Knuckles makes his home. Knuckles is an Echidna, guardian of The Chaos Emeralds.

The fates of The Floating Island and Sonic's animal friends lie in your hands. Help Sonic and Tails again outsmart the army of robotic Badniks, overcome obstacles, and face down the Doc.

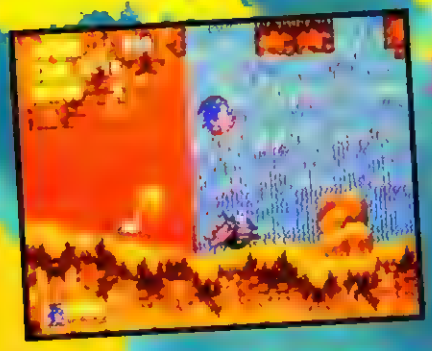
SONIC 3 is divided into 6 Zones. Each Zone contains two large Acts. You start with three 3 lives, but you can earn extra lives easily as you progress through the game.

TIP: Collect 100 Gold Rings in one Act and Sonic earns an extra life. Also earn an extra life by smashing a 1-Up Power-Up monitor. While visiting the Special Stage, collect 100 Rings to earn both a Continue and an extra life.

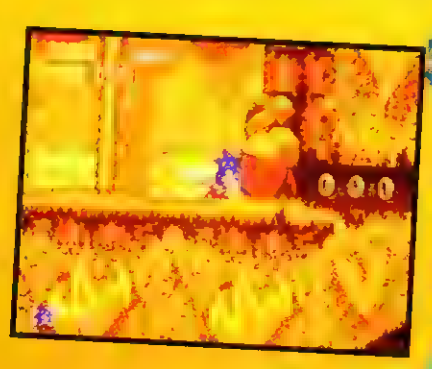


New Moves for Sonic and Tails

In SONIC 3, Sonic and Tails can perform cool new moves that help your quest through the 6 new Zones in this adventure.



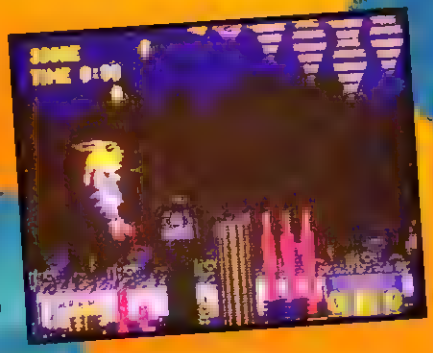
SUPER SPIN ATTACK—Sonic and Tails both can perform Super Spin Attacks by pressing *A*, *B*, or *C*. When Sonic leaps into the air, he rolls into a ball and can bop a Badnik on the head. While in mid-air, use the *D-Pad* to move Sonic or Tails.



SPIN DASH ATTACK—Smash through objects, run up steep hills, or crash into Badniks. Start by standing still. Press and hold Down on the *D-Pad* and keep pressing *A*, *B*, or *C*. Sonic (or Tails) crouches down and spins ultra-fast. When you release the down arrow, Sonic (or Tails) shoots forward like a guided missile.



FIREBALL SPIN DASH—When Sonic (or Tails) grabs a Flame Shield, they turn into flying comets by performing this move. Press *A*, *B*, or *C* to leap into the air. In mid-air, use *D-Pad* to shoot Sonic (or Tails) forward. This attack move works well against both Badniks and level Bosses.

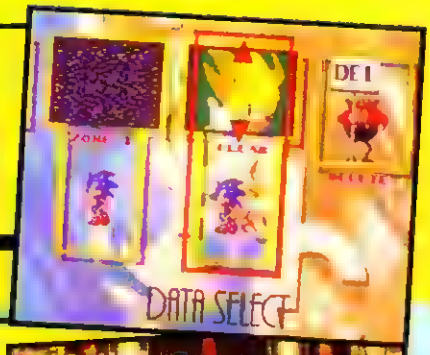


TAILS TO THE RESCUE—Using his two tails, Tails can fly. In a one-player game, use Controller #2 to control Tails. By repeatedly pressing *A*, *B*, or *C* quickly (on Controller #2) you can make Tails fly. Use the *D-Pad* to make Tails hover above Sonic. Now, Tails can grab and lift Sonic. Use this move to airlift Sonic out of danger or to help him reach areas in an Act that he cannot reach on his own.

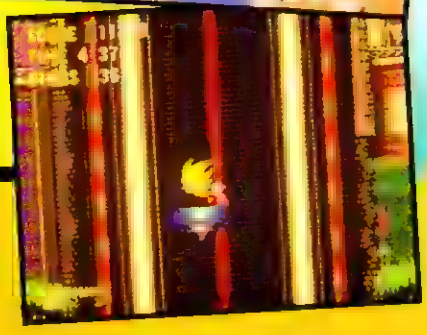
Sonic 3 Level Select Code

With this super-secret code, start SONIC 3 at the beginning of any Act in any Zone. Just after the Sega logo (timing is critical), quickly press: *Up, Up, Down, Down, Up, Up, Up*. You hear a special bell. At the title screen, choose the Sound Test option. A special Level Select menu appears. You also can use this Game Genie code: AA6T-AAXC. After entering the code, choose a one-player game at the main title screen.

TIP: If you complete the game and collect all the Chaos Emeralds, in the Game Save slot for the winning game, Super Sonic appears. You now have unlocked the special Level Select feature, which lets you play the game at the start of any Zone.

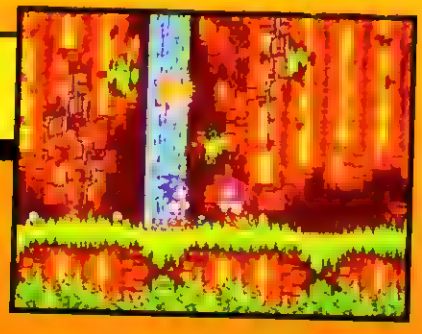


Transform into Super Sonic



Sonic transforms into Super Sonic; he turns bright yellow and is invincible. Super Sonic travels faster, leaving sparks behind. To transform, play a one-player game and collect 50 Gold Rings. Activate a Star Post. In the Special Stage, grab the Chaos Emerald, and press Reset on the Genesis and begin a new game. After returning to the Start screen, select Options and choose any player. Collect 50 additional Gold Rings and activate another Star Post. You saved your first emerald already and now are on the second Special Stage. Repeat the pattern until you have all 7 emeralds. After collecting the emeralds, grab 50 more Gold Rings and presto, you're Super Sonic.

The One-Player Zones



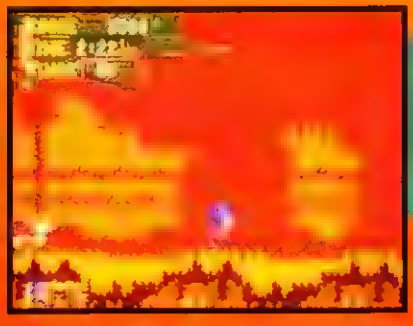


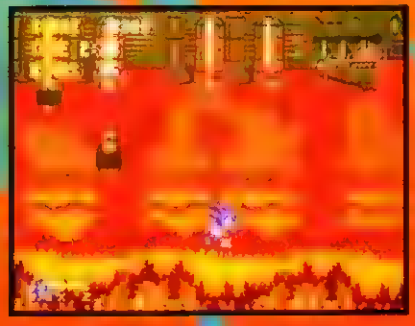
Angel Island

Your first taste of The Floating Island: on Angel Island, Sonic can swing from vines, jump on catapults, and blast through rock barriers (using a Spin Dash Attack).

Your first encounter takes place halfway through Act 1 of Angel Island. Perform one or two Super Spin Attacks. Consider this practice: beating Doc gets tougher!

You find a Lighting Shield on top of a 360-degree loop in the second part of Act 1. Grab it and Gold Rings gravitate toward Sonic. A Fire Shield can be found ahead, so keep moving.







You can defeat each Boss with 6 to 8 successful attacks. After the Doc's ship explodes, an End Level marker drops.

Hydrocity Zone



Expect to travel underwater as you maneuver through the Acts in this Zone. Activate Water Shields or you have to come up for air every 20 seconds.



The best time to perform successful attacks on the Doc's submarine is when it lands on this large pillar. When the submarine causes the pillar to spin, kick back and enjoy the ride. You can do nothing until the whirlpool stops. When the water stops spinning, attack the bottom of the Doc's ship.







Act 2 of Hydrocity can be deadly. Sonic must outrun a moving wall to avoid getting squashed. The problem: Sonic's movements are hampered when he's traveling underwater.



At the end of any Act, as the End Level Marker drops, make Sonic leap up and hit the marker while it's in mid-air. Extra Power-Up icons often appear.

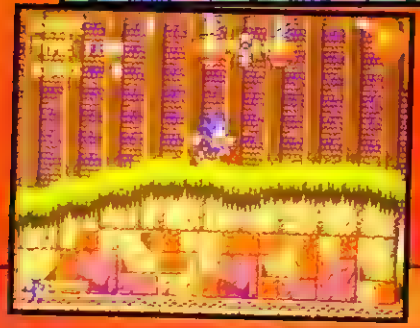


If you're lucky, a giant hand reaches up, grabs Sonic, and tosses him in the right direction. Enjoy the ride!



To defeat Doc at the end of Act 2, wait for calm water and launch multiple attacks at the Doc's ship. Again, timing is critical. Always have at least 1 Ring in Sonic's possession as protection.

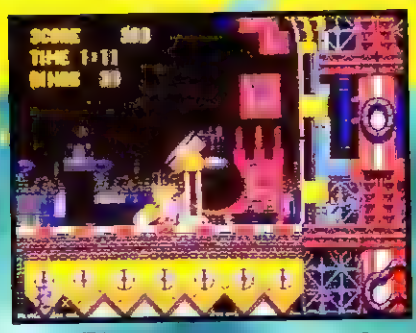
The Marble Garden Zone



This Zone is the ancient ruins of a long-lost city. Start at the top of a large, steep hill. As you run down the hill, collect as many Gold Rings as you can.

When you reach a dead end, attack the Badnik overhead. He drills into the ceiling and a path is created.

Carnival Night Zone



It's party time in the Carnival Night Zone. Have Sonic bounce off balloons and hover over the anti-gravity pads. Also, beware of the robo-bats.

When you reach the cannon, make Sonic hop in and send him up at a 45-degree angle. Timing is critical to make Sonic land in the right place.



Icecap Zone

The temperature drops as Sonic and Tails explore the Icecap Zone, but the action remains hot. You start on a snowboard, racing down a steep hill.



To reach the end of the Act, Sonic gives the Iceberg a push, then hops on for a whirlwind ride.

Launch Base Zone

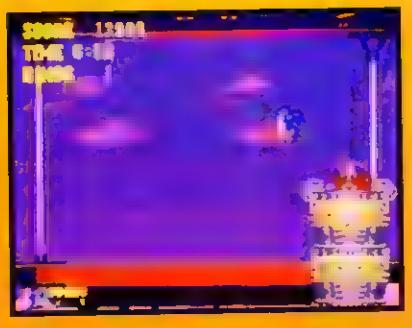
Robotnik's hidden base. At the end of Act 2, destroy the airship and defeat Dr. Robotnik. This Act uses a high-tech security system. If Sonic trips an alarm, deadly robo-birds attack.





Before the final confrontation, you must deal with Knuckles. Later, between 6 and 8 perfect attacks destroys the ship.

Beware of the robot the Doc left. Aim Sonic's attacks at the center of this device and avoid spikes. Perfect timing's needed to explode the gadget. In minutes, the final encounter with Dr. Robotnik—the battle to end all battles—begins.



The ultimate battle against the Doc begins at the end of the Launch Base Zone. Sonic must avoid the large cannon balls. As the balls approach, leap up and perform multiple hits at Doc's ship, which takes 6 to 8 perfect hits to destroy. Aim for where the Doc is sitting.

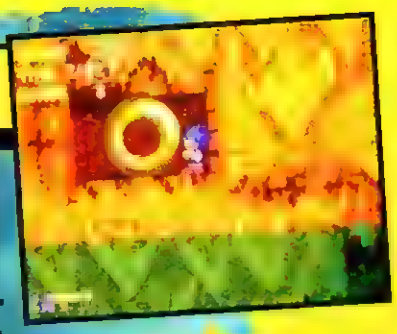


Next, Sonic destroys the Doc's 3-story ship with multiple attacks on the cockpit while avoiding the laser blasts; when you hit the cockpit area, use the *D-Pad* and keep pressing *A, B,* or *C* to stay in the area and get in multiple attacks.

Finally, it's between you and the Doc; only one will survive. The pincers of the giant machine can squeeze Sonic to death. When the machine is on the side of the screen, jump and perform multiple attacks aimed above the claws (to the side).



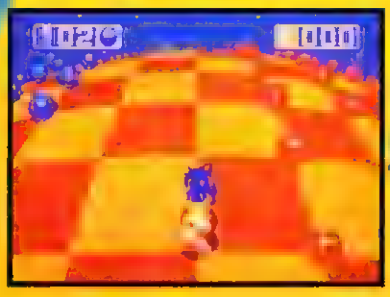
The Special Stage



Look for the secret rooms hidden within each Act. These rooms contain giant Gold Transporter Rings that warp Sonic to the Special Stage. Often, you find 2 or 3 rooms in one Act.



Here, grab blue spheres; avoid red spheres. You see sets of blue spheres in a square formation. To make blue spheres turn into Gold Rings, run Sonic around the the square formation, grabbing only blue spheres on the outer edges. The remaining blue spheres turn into Gold Rings. Collect 50 Gold Rings to earn a Continue. If you grab 100 Gold Rings here, you earn a Continue and an extra life.



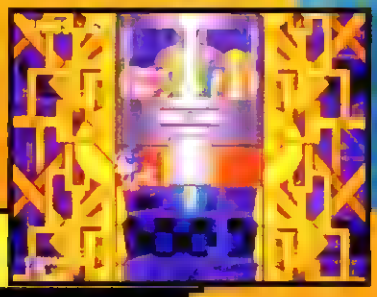
At the end of the 3-D sphere maze lies one Chaos Emerald. By the end of the game, you must collect all the emeralds to harness enough power to overthrow Dr. Robotnik and see the real end of this game. Therefore, visit the Special Stage multiple times.

If Sonic touches a red sphere, he instantly transports back to the previous Act. After collecting all the Emeralds, the giant gold Transporter Rings no longer appear.

The Gumball Machine Bonus Stage



During any Act, collect 50 Gold Rings and activate a Starpost. When the stars fly around the Starpost, make Sonic leap towards them, which transports him into The Gumball Machine Bonus Stage.



Using bumpers on the walls and the gumballs, bounce around, activate the gumball machine crank and grab Power-Up gumballs that drop. Don't let Sonic drop through the bottom of this area, or he exits from the Bonus Stage and returns to the previous Act.

Game Genie Codes

Each ring is worth eight (8)	SCGT-DAYL
Extra life after 1st 10 rings	BLGT-CAE0
Infinite lives	AJ3A-CA7A
Only 2 Chaos Emeralds	SCFT-B2T4
1 Blue Sphere needed for Chaos Emerald	RGGA-A60T
Only need 1 ring to become Super Sonic	AEYT-CAH0
Mega jump	AAYA-C0B6
Don't lose rings	AWHA-CA92
Start on Launch Base Zone	HXBT-BAF4 + A5BT-AAF6

The Sonic Action Never Ends!

If you haven't already experienced Sonic The Hedgehog 1 & 2, give 'em a try. You also can transform Sonic into a ball and bounce him around the game screen in Sonic Spinball—a high-tech pinball game with a hedgehog twist. Finally, in October 1994, watch for the release of Sonic & Knuckles—an all-new adventure that Sega reports is "downward compatible" with Sonic 2 & 3. Sonicmania continues...

Ecco The Dolphin™

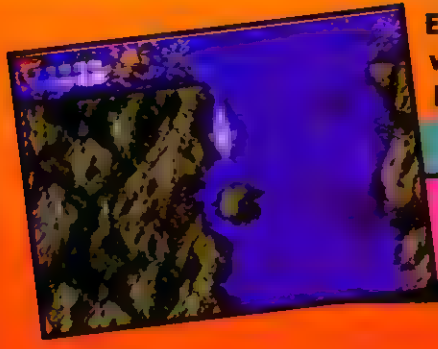
Category: Adventure/Puzzle
Cart Size: 8 Meg
of Players: 1 Player
Controller: 3-Button

Unless you travel in a submarine or you're a professional scuba diver, you are probably unfamiliar with life in the ocean. Ecco The Dolphin is unique because in it, you experience life through the eyes of the young bottle-nose dolphin, Ecco. This extremely original game offers superior game play, breathtaking graphics, and great sound effects. Ecco CD (for the Sega CD/Genesis CDX system) features a complete digital soundtrack, plus effects recorded using Q-Sound, a 3-dimensional sound process.

The oceans can be mysterious, as you soon discover when you begin to explore the 25 large levels of this adventure. Unlike games that rely on fast reflexes, creativity and problem-solving skills are needed to complete this game.

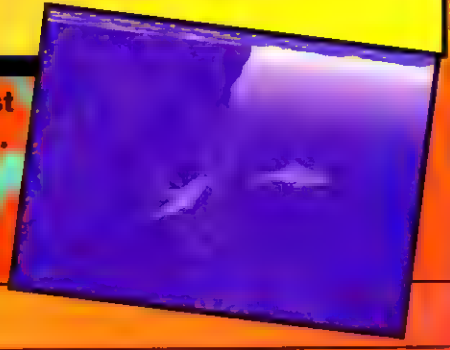
Ecco can swim, flip in the air, and use sonar to communicate. You embark on an extraordinary adventure as you help Ecco discover what happened to his family and friends.

Ecco 2: The Tides Of Time, with 25 new levels, is the sequel to this best-selling game. For young gamers (under 12), Sega has released Ecco, Jr. which offers the same high-quality graphics, sound, and game play, but a less complex adventure that teaches the importance of friendship.



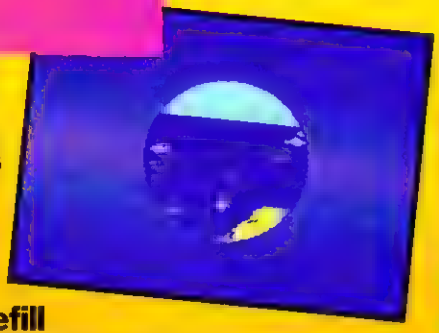
Ecco The Dolphin is unlike any game you've ever played. One strategy: carefully watch the pregame demos to see firsthand how Ecco maneuvers and deals with his surroundings.

Controlling Ecco



Ecco responds to your commands. You must guide him through the danger-filled oceans.

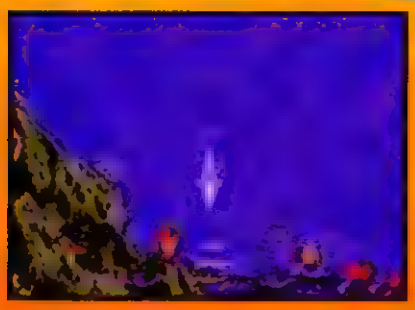
Start	Pause Game.
A	Use Ecco's sonar to communicate with other dolphins and creatures. To communicate, Ecco must be close to and facing the creature or object. If you press and hold ***A***, a Sonar Map appears on the game screen.
B	Charge forward while swimming.
C	Make Ecco swim faster. Use the ***D-Pad*** to help Ecco swim toward the surface and press ***C*** to jump.
D-Pad	Move Ecco around his underwater domain. Ecco can swim in any direction. Hold down a directional arrow to maintain Ecco's swimming speed.



Press and hold *A*, and Ecco creates a Sonar Map of his surroundings. This process, known as *echolocation*, is important when exploring underwater caves and tunnels. These maps help locate glyphs, enemies, obstacles, air pockets, and safe passageways.

Just as in real life, dolphins need air. Periodically, Ecco surfaces to refill his lungs. Performing a mid-air flip fills his lungs quickly. If Ecco can't leap, he can float near the surface and slowly refill his lungs.

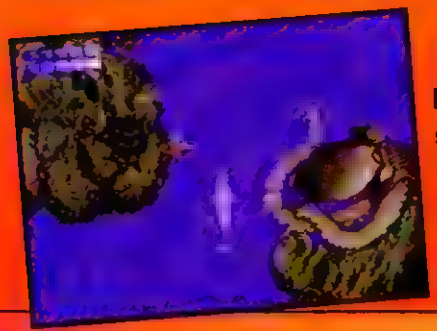
Ecco's Health Meter is in the upper left corner of the screen. Below the Health Meter is the Breath Meter. Sharp coral, enemy fish, and other obstacles can harm Ecco, reducing his strength. To replenish energy, charge a small group of fish.



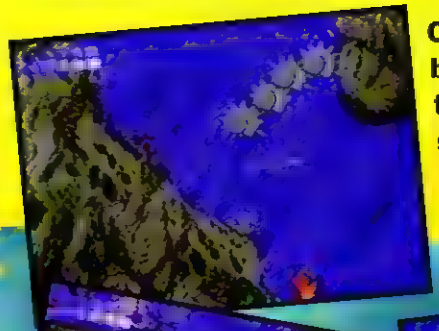
Clams (The Shelled Ones), restore Ecco's energy. Approach a healing clam and use Ecco's sonar to release special powers.



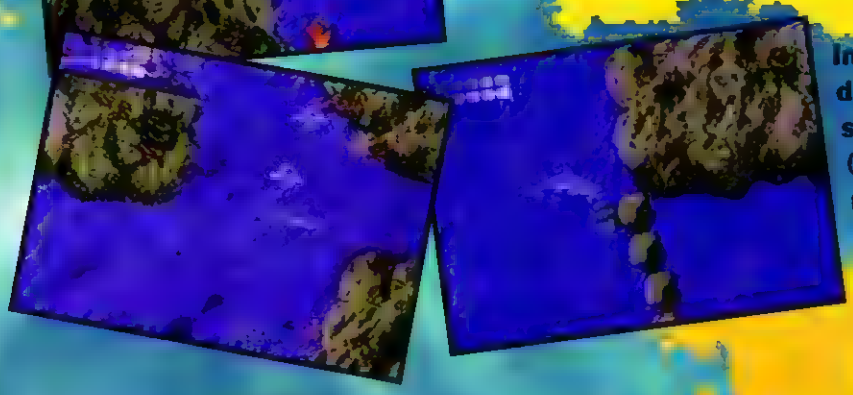
Glyphs are mysterious crystals with which Ecco can communicate to obtain clues and special powers. Often, singing (using Ecco's sonar) doesn't obtain the clues. If nothing happens after shooting Ecco's sonar at a glyph, crash into or swim close to it.



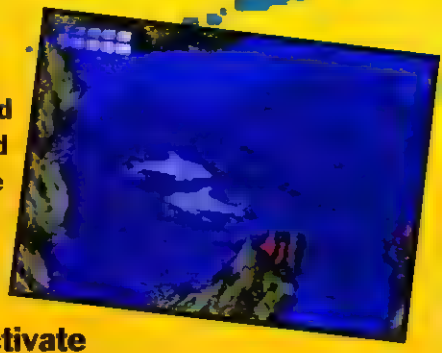
Exploration is the key to success. Ecco can swim quickly, but usually going slowly and exploring is more important. Charging an enemy sometimes scares them off. Other times, Ecco's sonar wards off unfriendly creatures. Sometimes, you can swim slowly and avoid enemy notice.



Occasionally, you know which direction to go, but find Ecco's path blocked. If barricaded, find a way to remove the barricade. Look for objects that surround the barricade that may prove useful. Every obstacle in this adventure has a solution, although the solutions are seldom obvious. Search for rocks, shells, or other objects that Ecco can move or push. Charging an obstacle may be necessary. Charging also fights underwater currents.



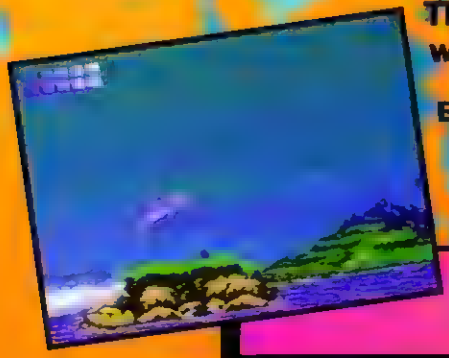
In the Ridge Water stage, Ecco needs to swim downstream against a strong current. This may seem impossible alone, but if you push a rock (found on the cliff to the right) and follow the rock, Ecco can swim easily against the current. As you near the bottom of the ocean, swim into a cavern to the left. To exit, push the shell into the rock barrier.



Helping other creatures is rewarded. Gather lost dolphins that you meet and guide them to safe waters. After finding a dolphin, swim slowly, just above and slightly ahead of it. When the dolphin begins to follow, lead it to safety. Rescue only one dolphin at a time, and after it is safe, you receive special abilities needed to achieve Ecco's goals.

The giant crabs in The Ice Zone are dangerous but you can defeat them by charging at least 3 times each. To escape from this zone, activate the underwater Glyph (to the far left), and then travel to the far right part of the zone. You find the Glyph blocking the exit by sliding over the surface ice to the far right, and then traveling down. Look for a passageway in the ocean floor.

The Ice Zone water is very cold, so finding fish to eat (to restore Ecco's energy) isn't easy. Look for fish in small pools near the surface.



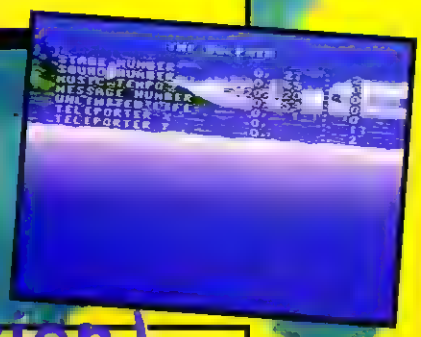
The moving ice blocks in the Hard Water Zone can crush Ecco. Also, watch for other deadly creatures in these waters.

Ecco can travel to other locations in the ocean by leaping through the air.

Invincibility Cheat

To achieve invincibility, start the game by entering a valid password. Press *Start* and the screen that shows the name of the level is displayed. Now, press and hold *A* and *Start*, which pauses the game. Again, press *Start* to restart the game; Ecco becomes invincible. When his Health Meter is depleted, he remains alive. Now Ecco no longer needs to keep filling his lungs with air.

Level Select & Mega-Cheat Mode (Genesis Version)



To reach the Cheat Menu, begin the game and move Ecco to the left and right. Press *Start* to pause while Ecco moves (pause the game while Ecco faces you). Next, press *Right, B, C, B, C, Down, C,* and *Up*. This menu offers a Level Select, Sound Test, Message Test, Invincibility Mode, and other features.

Debug Mode (Sega CD Version)

To access the Debug Mode when playing the Sega CD version of Ecco The Dolphin, Ecco must be swimming. When he faces you, press *Start* to pause the game. While the game is still paused, press *Right, B, C, B, C, Down, C,* and *Up*.

Passwords

These passwords send you to higher levels in the game and help you obtain an unlimited air supply:

The Undercaves	LEVELSCT
The Lagoon	SHARKFIN
The Open Ocean	KHDBVRIS
The Ice Zone	XRGQXRIX
Hard Water Zone	MAGLXRLM
Cold Water Zone	LNXHXRLB
The Island Zone	DVJLURLC
Deep Water Zone	OEWSURLC

Game Genie Codes (Genesis Version Only)

Almost infinite breath	AKRT-JA64
Enemy creatures restore, not deplete, health	SW2A-KGPJ + HC2A-JAFL
Protection from Octopus	AAVT-NAFC
Charging fish totally restores energy	HCBT-LAEW
Protection from spiked shells	ALZA-JA5Y
Protection from Jellyfish	AL2A-JA7L

The following codes allow you to access all game levels; Ecco, however, has only normal powers and limitations.

Level	Genesis Version	Sega CD Version
The Undercaves	WEFIDNMP	GMRIQDCM
The Vents	YFPALFBJ	IUEINLDP
The Lagoon	QNIELFBG	GRTJZYJF
Ridge Water	TWLDVRET	OVDJDSLB
Open Ocean	FSSOVRET	GMYMDSLI
The Ice Zone	RYUEYREG	GMBRHSLU
Hard Water Zone	NIFBYREU	UKZFHSLS
Cold Water Zone	ARNXXRET	SYQJHSLZ
The Island Zone	HUABVRES	ALZBESLS
Deep Water Zone	EGTHVREA	IHPFDSLP
The Marble Sea	CWRLXRES	QSOMFSLQ
The Library	FCNPXREB	WBTXFSLV
Deep City	BTFIXREZ	UNIQFSLN
City of Forever	PAYUXREZ	WADUFSLB
Jurassic Beach	QQZTAPER	ONNBJPLY
Pterandon Pond	EITXAPEV	WPVXIPLL
Origin Beach	UTQBBPEY	AQZIJPLG
Trilobite Circle	YZNGBPEK	GKGFJPLK
Dark Water	JBNKBPEB	GZIUKPLR
Deep Water	WSGAKNLC	GAAGDPLP
City of Forever	RLGLGPLZ	YLQQZNLM
The Tube	GCNHKMLJ	MNEYELLB
The Machine	DKUDKMLR	SKZNELLO
Final Fight	KNLMLMLC	KANZFLLX

Ecco™: The Tides Of Time

Category: ***Adventure/Puzzle***
Cart Size: ***16-Meg***
of Players: ***1 or 2 Players***
Controller: ***3-Button Compatible***

Return to the sea for another challenging adventure assisting Ecco the dolphin in destroying the Vortex and restoring the magical Asterite. Like the original *Ecco The Dolphin* game, *Ecco: The Tides Of Time* takes place underwater, and features superior graphics and sound. All 25 levels in this sequel are packed with puzzle-like challenges that require you to use items in Ecco's surroundings to help him overcome obstacles and achieve specific goals.

Besides the improved graphics, this game features five 3-D travel scenes and many original graphic effects. To make this adventure more exciting, Ecco occasionally can morph into other creatures and use their powers.

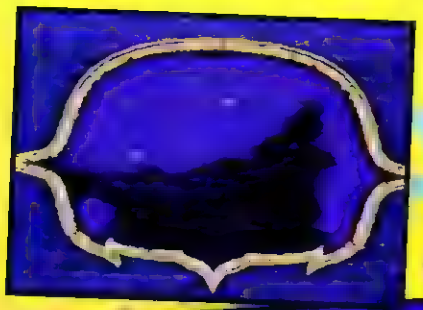
Playing the Game



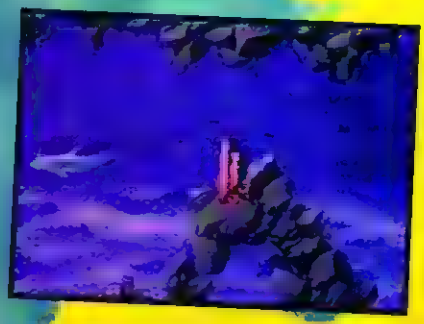
The basic game play of *Ecco: The Tides Of Time* is similar to, but better than, the original game. The puzzles also are more challenging. Beating Ecco 2 requires a lot of thought.



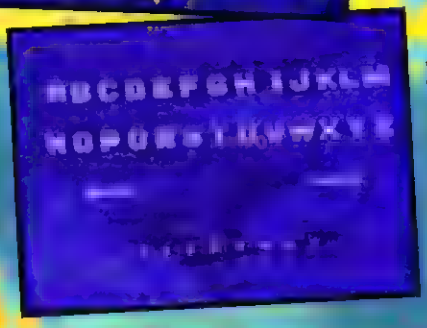
Use Ecco's sonar to communicate with other dolphins, scare off enemy creatures, and access information from the Glyphs. Press *A* to activate Ecco's sonar. Use *B* to charge forward, and *C* to swim.



If you press and hold *A*, Ecco uses sonar to create a map of his surroundings. These maps, more detailed than the maps in the original *Ecco*, help you navigate through the ocean, locate Glyphs, and avoid obstacles or enemies.



When you start the game, Ecco swims to the left to access the Password screen or to the right to begin his adventure.



Each time you complete a level, you see a Password. When you restart the game, enter a Password and pick up from the beginning of the level where you left off. The following few Passwords will help you navigate through the first 3 levels:

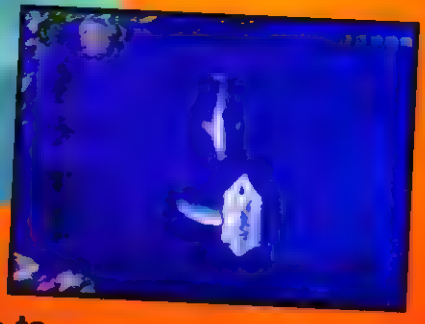
Crystal Springs	*BFCLBUEB or QUYFEAFB*
Fault Zone	*CDDQKEZA or YQNJIJZA*
Two Tides	*YKFHQUYA or YYWSNVYA*



Ecco needs air and energy to survive. Every time he is injured or goes too long without food, Ecco grows weak. If energy (or air) runs out, Ecco loses a life. For air, make Ecco either leap into the air or float for several seconds near the surface. To replenish Ecco's energy, charge at a school of fish. As he eats, Ecco's energy is restored.



Ecco can travel great distances by jumping through a series of Teleport Rings. The rings appear underwater or above the surface. Ecco must successfully leap through the rings to transport to the next destination. Using Teleport Rings is among the first objectives. You can miss a few rings but the fewer you miss, the better off you are. Use the *D-Pad* to control Ecco's direction and press *C* to swim faster.



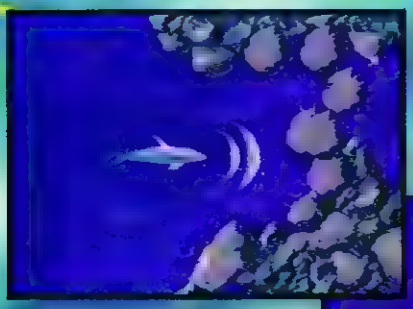
In the Crystal Springs stage, you discover 4 Glyphs (crystals). Three Glyphs are near the extreme left wall and the fourth is at the extreme right (near the surface). Use Ecco's sonar and strength to move 3 Glyphs so that they merge into the one at the lower-left corner of the level. When you accomplish this, the Glyphs unite. Now, have Ecco use sonar on the remaining Glyph.



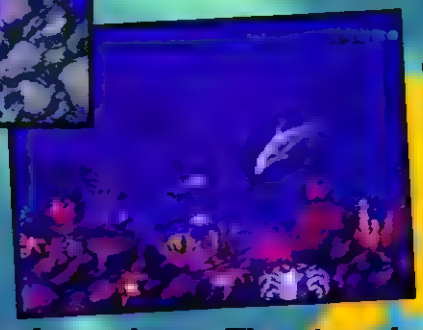
As you try to unite the Glyphs, beware of sharks. An excellent strategy is to keep hitting each shark with Ecco's sonar until it's defeated, and then unite the Glyphs.

Moving the 3 Glyphs takes many direct hits from Ecco's sonar. Make Ecco swim directly above each Glyph, point down, and then use the sonar until the Glyph breaks away from its current location. Have Ecco swim behind the Glyph and use sonar to steer it towards the Glyph in the lower-left portion of the level. In this level, Ecco has an unlimited air supply—enjoy it while it lasts! At the end of the next level, this special power is gone.

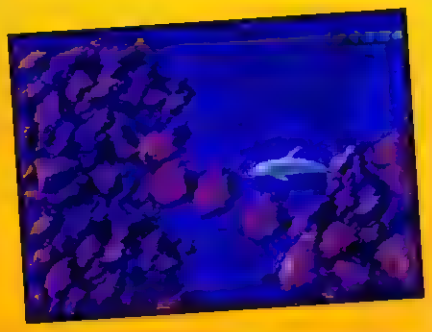




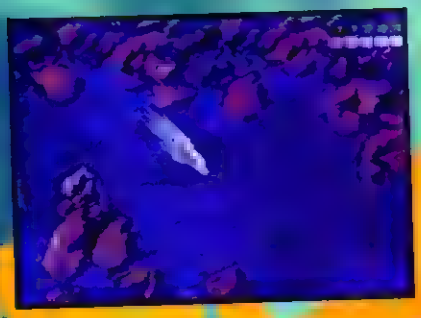
After the Glyphs deliver the power to smash through stones, move right, where you discover a stone wall that blocks the underwater passageway. Use sonar to smash these rocks and then proceed to the right.



As you start the Fault Zone level, you must defeat crabs by ramming Ecco into them. After you explore the surroundings, you discover that Ecco is trapped in an underwater cavern. An exit exists on the ocean floor, but it's barricaded by rocks.



To break through this barricade, find a loose stone that falls from above. The stone lands to the right of the barricade. Using Ecco's nose (and sonar), push the rock to break the barricade. Now proceed downwards.



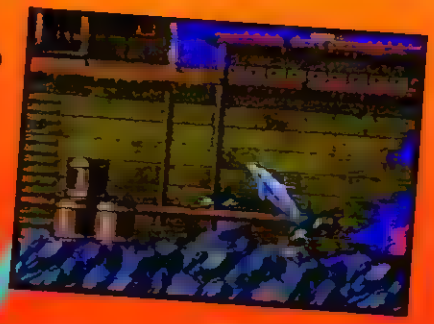
Swim down to the right. You encounter an avalanche. As you swim, avoid falling rocks. Using *B*, Ecco can charge into and destroy a rock. Move to the right and up, when possible. At the end of this level, Ecco's ability to breathe underwater indefinitely has disappeared. Now, you need to watch the air meter and make sure Ecco surfaces for air.



Goals aren't immediately obvious when you enter new levels—little in Ecco 2 is! To determine what Ecco must do, try communicating with other creatures, especially dolphins. Occasionally, you must communicate with multiple dolphins to understand the clues.

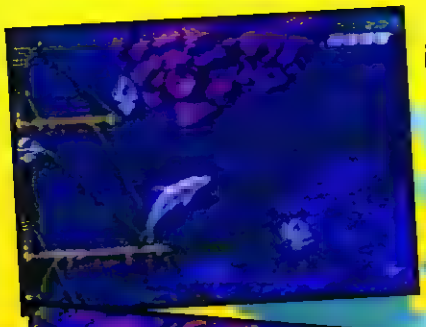


You also can determine Ecco's goals by exploring. Determine if and where exits exist. Often, finding and activating Glyphs provide valuable clues, open passageways, or provide new powers needed to continue.



Ecco is a friend to many creatures. If you encounter lost baby whales, help them to safety. Ecco's deeds are rewarded.

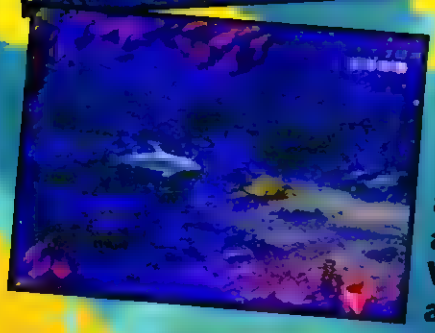
Ecco often uses loose objects (shells or rocks) as tools. As you explore, watch for objects that you can use. Remember, some objects may appear later.



Like the original Ecco game, stay clear of jellyfish. When they're in Ecco's way, use the Charge button to ram them.

By picking up speed, Ecco can leap out of the water and cross small land masses with relative ease. This method often is the only way to escape some areas.





Early in the Two Tides level, you must locate multiple Glyphs, find a strange power source in the water, and then travel downward against a strong current. Wait for the turtle to swim over the passageway and then, using Ecco's nose, push him down. At the bottom of the passageway, swim to the right.



In the Two Tides, Ecco encounters flying dolphins from the future. Be sure to communicate with these futuristic beings and take to the air with them. Have Ecco leap up towards a flying dolphin and he should start flying alongside them.

Later in the game, watch for special orbs near the start of some levels. These orbs transform Ecco into other creatures. In the Bird Walk stage, for example, Ecco becomes a sea gull. As a gull, stay clear of the water and avoid the boulders. More challenges are in store, including confrontations with Medusa and Gigaboss.

Disney's Aladdin©

Category: Action/Adventure
Cart Size: 16-Meg
of Players: 1 Player
Controller: 3-Button

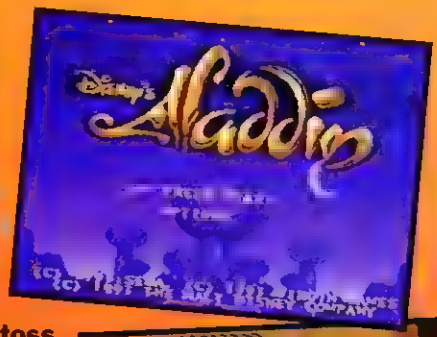
Salaam, good friends, and welcome to Agrabah. This adventure takes place in a far-away land where genies are common and a magic carpet is the form of transportation.

Disney's Aladdin, based on the award-winning animated motion picture, is a collaboration between Disney Software, Walt Disney Animation, Virgin Games, and Sega of America. The movie's animators created over 1,500 original cels, which then were digitized and incorporated into the game.

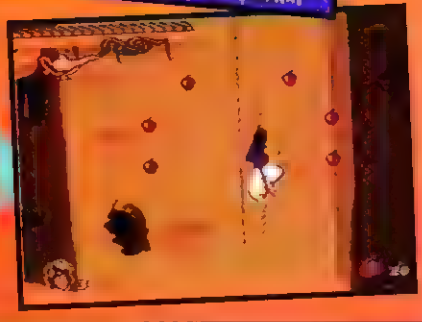
The result of this massive effort is an exciting and almost magical game that features superior graphics, awesome player control, and enough challenge to keep gamers of all ages entertained. As you guide Aladdin through 10 levels and 4 bonus stages, you meet all the characters and hear music from the movie. Enter a new world of game challenges and entertainment... Disney's Aladdin.



At the start, you see this quick review of the Power-Ups and things to avoid. Pay attention; this stuff's important.



You quickly discover that Aladdin can perform many moves: climbing ropes (*Up* on *D-Pad*), jumping (*C*), and crouching (*Down on D-Pad*). His 2 weapons are a sword (*B*) and his ability to toss apples at enemies (*A*).



Rope climbing is an important skill for a future prince. When a rope hangs down, jump and use the *D-Pad* to grab the rope. To climb up or down, press *Up* or *Down* on the D-Pad. While climbing, Aladdin can use the sword or throw apples.

©The Walt Disney Company

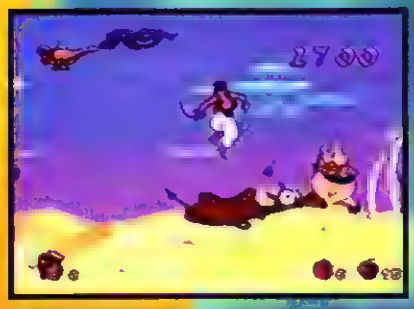


Aladdin can climb on a clothesline or rope and move, hand-over-hand, along the rope. First, jump up to grab the rope, then use *Left* or *Right* on the D-Pad to move sideways. To release the rope, press the Jump button again.

Clay pots are scattered throughout many levels. Use Aladdin's sword to smash these pots and jars. You often find gems or other surprises inside.

On Agrabah Street, dozens of sword-carrying guards try to fight you. Don't use the sword; toss apples to prevent an injury. Remember, however, that you need 10 direct apple hits to defeat the last guard on the rooftops.





In the Desert, make Aladdin jump on a camel's back and the camel spits at all who stand before him—a quick way to defeat enemies without apples or a sword.



Also in the Desert, you find a pair of Mickey Mouse ears hanging from a clothesline. If you stand Aladdin in just the right spot (try a bit to the left, then let him automatically lean forward), his head will fit into the ears and you will receive an extra life. You will discover Mickey ears in the Sultan's Dungeon as well.



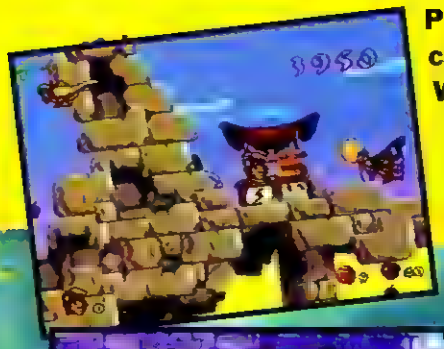
To escape from the Desert, you have to chase the Scarab, but finding it once won't be enough. You'll have to catch it three times before finding the exit.



Throughout the game, grab all the gems you find. In Agrabah, gems are like money that you can trade for extra Tries (lives) and Wishes.

Other Power-Ups to look for are:

Power-Up	Description
Apples	Aladdin's projectile weapons.
Snake Charmer's Flutes	Activates a magic rope.
Genie Hearts	Restores some health.
Golden Aladdin	1-Up (extra life).
Abu Tokens	Allows Aladdin to visit a Bonus Round at the end of the Level.
Genie Tokens	Allows 1 use of the Genie's Bonus Machine.
Black Lamp Smart Bombs	Disables all nearby enemies. Wait for a lot of enemies to approach before using this powerful weapon.
Blue Vases	Level Marker.
Apple Slices	4 slices give Aladdin an apple.
Scarab Halves	You need 2 to enter the Cave of Wonders.
Genie Lamps	Locate this lamp in the Cave of Wonders so you can rescue Princess Jasmine.



Peddlers who travel through Agrabah are happy to sell their wares, provided you can pay. The peddlers accept only gems. Price list: Extra Tries (lives), 5 Gems; Wishes (Continues), 10 gems.



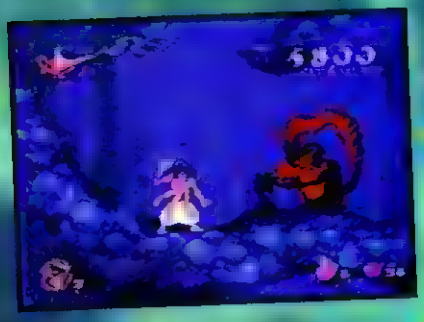
After you reach the Agrabah Rooftops level, you already know how to deal with guards. The goal now: find the floating flutes. Jump up onto horizontal flagpoles that act as springs and ride magic ropes upward.



Beware of bats, skeletons, and guards in Sultan's Dungeon. Watch for headless skeletons—they are walking bombs. When the head carried by the skeleton blows up, the bones fly in all directions. The dungeons are a maze.



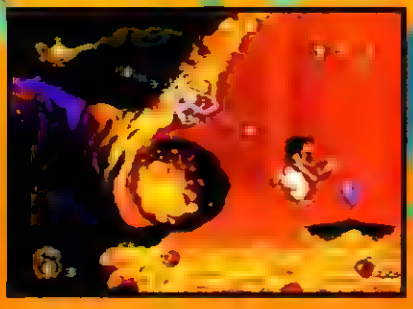
Search for the Genie's Lamp here. To safely pass the deadly spikes, jump up and climb hand-over-hand along the ceiling of the cave.



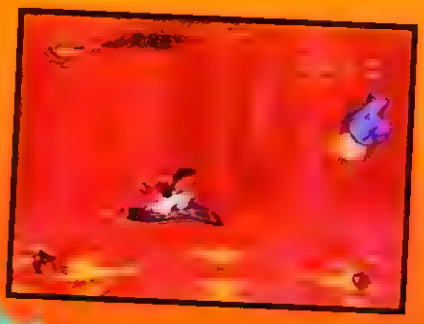
Throughout this level, statues hold gems. Use apples to destroy the statues and collect gems. Always avoid falling rocks. You move by riding moving rocks and climbing vines.



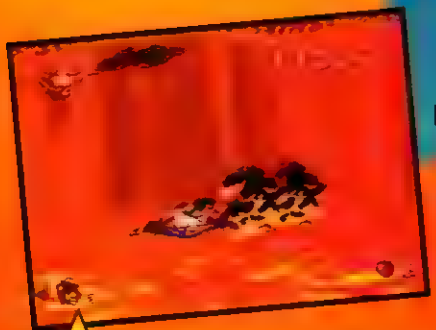
The Boss at the end of the Cave shoots flames and uses a sword. This Boss moves between two locations. Stand near his stopping point on the right and keep swinging the sword. When the Boss appears, you can hit him; but make sure you move back before the Boss counters. After defeating the Boss, hop on the magic carpet and travel to the next level.



Here, a volcano is about to erupt. Perfect timing is critical as you help Aladdin leap onto platforms so that he doesn't fall into the lava. Aladdin also must outrun a giant boulder and leap off a cliff to survive. As you run from the boulder, try to grab the gem. Pay attention to your landing.



As you fly on the magic carpet, use the genie hands to help you decide the direction to travel. Let the genie guide you.



If you have 2 lives left when you reach the Rug Ride stage, use this easy trick: at the start of the level, align Aladdin's chest with the 2 apple slices, but don't press buttons on the controller. Let Aladdin crash into the rock twice. On the third crash, the message 'Nice Try' appears, and you transport to the next level, "Inside the Lamp."

The Genie's Bonus Machine game depends on luck. You must finish a level and collect only 1 Genie token. For a Token, you play 1 round. Press *A*, *B*, or *C* to randomly select a prize. Timing is critical; the best chance of a prize is to hit a button just after Jafar's face flashes. You can win 1 gem, 5 apples, or a life. If Jafar's face appears, you lose all Genie Tokens and start the next level.





You can earn more gems, apples, and bonus lives in Abu's Bonus Round. By controlling Abu and his sword, destroy falling pots and grab the prizes that appear. If a pot hits Abu on the head, he's history. Use the *D-Pad* to travel left and right quickly to avoid getting hit.

Level Select/Cheat Menu

From the Options menu, press the following: A, C, A, C, A, C, A, C, B, B, B, and B. The special Cheat Menu appears.

Level Skip Code



At any time, press Start to pause the game play. Next, press *A*, *B*, *B*, *A*, *A*, *B*, *B*, and *A*, and you immediately go to the next level. You know that the code works because the message "Level Complete" appears. Using this code is a fast way to see all stages in the game.

Game Genie Codes

Infinite Lives	RGJB-Y6Z8
Invincibility	ATCB-0A24
Infinite Apples	ATBV-0A5L
Infinite Continues	ATFB-0A26
Start with 99 Gems	HGXB-ZWMG
Tries are Free at the Peddler's Stall	GD98-ZALJ + CM9B-YA5E
Wishes are Free at the Peddler's Stall	GD9B-ZAPC + E59B-YA7W
Start at Sultan's Dungeon	AWWB-YACN + W4WB-YAWE
Start at Cave of Wonders	A0WB-YACN + XLWB-YAWE
Start at Abu in the Cave	A4WB-YACN + X4WB-YAWE
Start at The Escape	A8WB-YACN + YLWB-YAWE
Start at Rug Ride	BCWB-YACN + Y4WB-YAWE
Start at Inside the Lamp	BGWB-YACN + ZLWB-YAWE
Start at Sultan's Palace	BLWB-YACN + Z4WB-YAWE
Start at Jafar's Quarters	BWWB-YACN + 0LWB-YAWE
Start at Jafar's Palace	BRWB-YACN + 04WB-YAWE

BUBSY™ II

Category: Action/Adventure
Cart Size: 24-Meg
of Players: 1 or 2 Players
Controller: 3-Button or 6-Button

Bubsy II offers all-new, original game play. This sequel offers improved cartoon-like graphics, better sound, more digitized voices, and 4 levels of game-play difficulty. Also added: 5 exciting new worlds containing over 30 levels, and 3 mini-games to explore. You can follow a nonlinear path throughout the entire game and experience each world in the order of your choice.

Using an invention called the WOMPUM (World Organization and Matter Projection Unification Machine), Dr. V. Reality and Oinker P. Hamm join forces to create the ultimate amusement park, The Amazatorium. No one knows that Dr. Reality and Oinker Hamm have a sinister plan to use this futuristic virtual reality park to steal history.

Bubsy took his niece and nephew, Terry and Terri, to Amazatorium, but he managed to lose them. Now Bubsy must search for his young relatives and stop the diabolical scheme of Dr. Reality and Oinker Hamm.

If you thought the first Bubsy game was awesome, wait'll you experience Bubsy II. (Note: Shown here are screens from the Super NES version. The Genesis version, unavailable at the time this book went to press, shows 25 percent more of the game play area per screen and features more vivid colors.)



The animation, graphics, and sound effects are improved in this sequel. An additional feature is the voice you hear that provides wisecracks and comments throughout the game.



To complete Bubsy II, you must complete each level and activate the giant Marble, the End Level Markers. After completing this task, you must defeat Oinker P. Hamm.

The Amazatorium has 3 distinct floors and 5 worlds (each World has 3 floors). The first floor is the easiest. The theme of each World differs. You explore Egypt, Music World, Space, Medieval World, and Aerial World. Amazatorium is divided into the East Wing and West Wing.



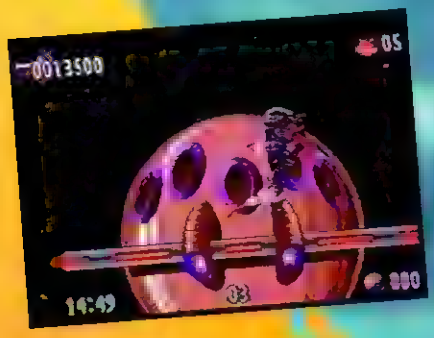
The Amazatorium Gift Shop

Like good theme parks, you can buy souvenirs. Rather than cash, the store takes Trading Cards that Bubsy collects during each level. After completing each level, visit the Gift Shop and buy some Power-Ups.

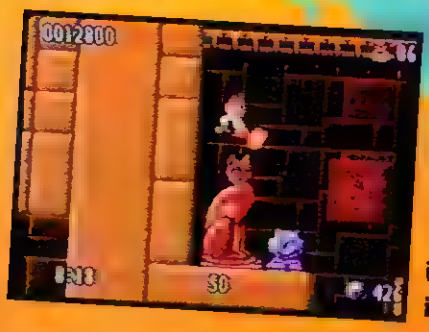
Using Special Power-Ups and Items

MID-LEVEL MARKER. Look for giant exclamation points (!) in all Levels. These are Mid-Level Markers. When Bubsy grabs one of these, you can restart the level from this point.





PORTABLE HOLE. Find and grab a Portable Hole as you explore each Level or buy one in the Gift Shop. By activating a Portable Hole, Bubsy warps to other levels and returns later. At some point, however, he must activate each End Level Marker to complete the game.

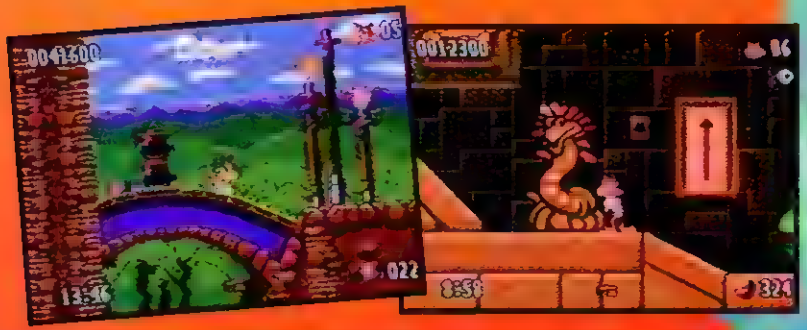


DIVING SUIT. Cats hate water, however, to get through some levels of this adventure, Bubsy swims. By donning a Diving Suit, Bubsy can breathe underwater. *HINT:* The Diving Suit cannot be used in the Air Wars or Space Pirates levels.

SMART BOMBS. Throughout the game, one goal is to collect Marbles. By activating a Smart Bomb, all of Oinker's evil henchmen visible on-screen are transformed into Marbles that Bubsy can grab.

NERF™ BALLZOOKA. Ready, Aim, Fire! With this weapon, Bubsy shoots Nerf Balls at enemies. When each enemy is hit, the character transforms into a Trading Card that Bubsy grabs. The more Trading Cards he collects, the more stuff he buys.

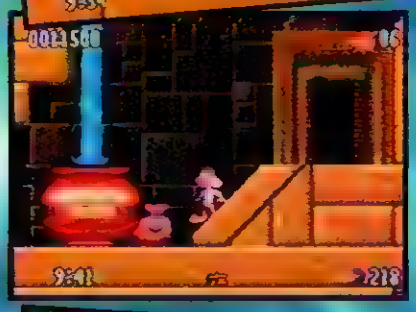




TRADING CARDS. Use the Nerf Ballzooka to transform evil characters into Trading Cards or get the Super Marble from the special Liquid Lunacy bonus game.



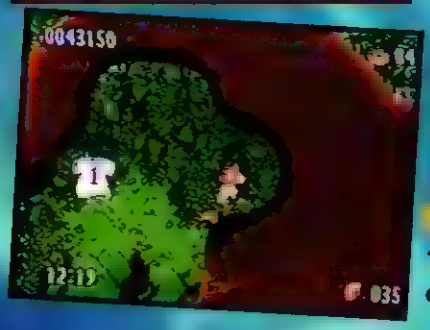
PATCH UP. Find these giant bandages and Bubsy regains all his strength. Check the upper-right corner of the screen to see how much strength Bubsy has. If Bubsy is harmed during a level, he loses strength. When his strength is gone, Bubsy loses a life. (Like any cat, Bubsy begins the game with 9 lives. Bubsy also earns lives during the game.)



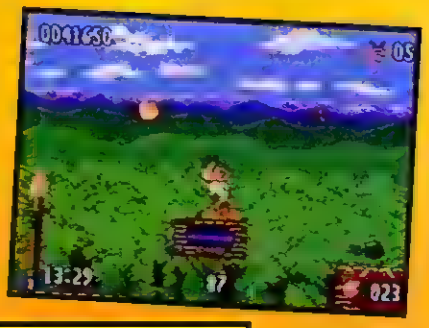
BAG OF MARBLES. Finding and grabbing a Bag of Marbles earns Bubsy extra points.



MARBLE CRATES. Better than a Bag of Marbles, according to Bubsy, is grabbing a giant crate of Marbles. Each crate is worth extra points.



T-SHIRTS. Always look for T-Shirts at each Level. Each shirt is worth extra lives (1-Ups). Look at the number printed on the shirt. When you grab the shirt, you earn that many extra lives.



CONTINUES. Locate this giant arrow to earn a Continue.

The Mini-Games



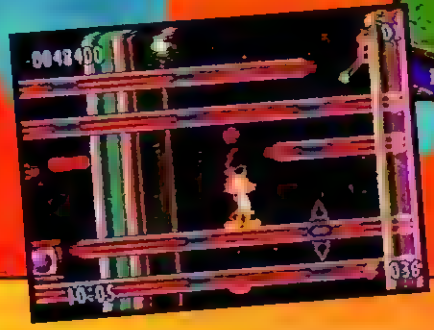
Frogapult, Armadillo Drop, and Liquid Lunacy are the 3 mini-games Bubsy experiences by locating secret doors in each level. These bizarre games help you earn Bonus Points.

Bop the Bad Guys



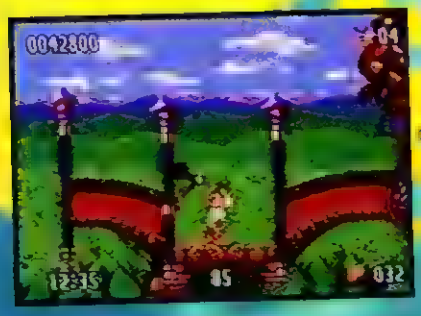
As you help Bubsy trek through each level, keep him away from fire. If Bubsy touches flame, he loses energy and may lose a life.

Keep Bubsy from falling down pits, drowning in water, being stabbed by a giant spike, or falling from high up (without gliding to safety).



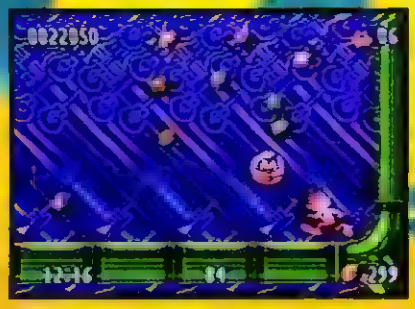
To enter into a door, face it and press *Up* on the D-Pad. Bubsy transports to another area of the level. Each door always sends Bubsy to the same location.





In Egypt, stay out of trouble! When you find Lion Switches, activate them to unblock passageways. In other levels, Switches look more like...you guessed it....switches.

Make Bubsy activate these giant Marbles (End Level Markers) and then grab all the regular-sized Marbles that appear. Each Marble you grab boosts your point score.





After completing a level and visiting the Gift Shop, you return to the Lobby, where you can choose the world Bubsy explores next. Step on the appropriate Black Hole, press *Up* on the D-Pad, and you're off on another wacky adventure.



To reach the Boss or Oinker Hamm at game end, you first must complete all the Worlds. After you accomplish this task, the portal to the Boss character opens. Stand on this teleport hole and you're on your way to the final face-off.

The Original Bubsy Passwords

If you still are trying to master the original BUBSY IN CLAWS ENCOUNTERS OF THE FURRED KIND ADVENTURE, here are some useful Passwords:

Level 1 - JSSCTS	Level 9 - DBKRRB
Level 2 - CKBGMM	Level 10 - MSFCTS
Level 3 - SCTWMN	Level 11 - KMGRBS
Level 4 - MKBRLN	Level 12 - SLJMBG
Level 5 - LBLNRD	Level 13 - TGRTVN
Level 6 - JMDKRK	Level 14 - CCLDSL
Level 7 - STGRTN	Level 15 - BTCLMB
Level 8 - SBBSHC	Level 16 - STCJDH

Game Genie Codes

BUBSY IN CLAWS ENCOUNTERS OF THE FURRED KIND

Invincibility	7E00-A104
Infinite Time	7E00-DF59
Always Black	7E00-A304
Start with 66 Lives	KEXT-AAA4
Each Yarn Ball Worth 10	BL9V-CAAY
Yarn Ball Creates Hold 99	XF3B-CAHC
Numbered T-Shirts (1 extra life)	766C-1766
Mega-Jump	436B-1D88

The Incredible Hulk™

Category: Action/Adventure
Cart Size: 16-Meg
of Players: 1 Player
Controller: 3-Button Compatible

Marvel Comics' Incredible Hulk has smashed onto the video game screen using his mighty size and mutant powers to defeat some of his greatest adversaries. In this game, you control The Hulk as he searches for and confronts Leader, Rhino, and the Abomination.

Leader plans to produce an army of deadly biochemical warriors to dominate the earth. As in comic books, physicist Dr. Bruce Banner is caught in his own experiment involving the gamma rays of an atomic bomb. After experiencing a tragic accident, each time Dr. Banner becomes angry, he transforms into the giant green Hulk.

Transforming between Dr. Banner and The Hulk is vital in this game, because you need The Hulk's strength and size to reach certain areas. However, occasionally, Dr. Banner must reach other areas in the game.

The pages of Marvel Comics' popular comic book series come to life on the game screen. In this game, you control Dr. Banner or The Hulk. As The Hulk, you can perform over 15 moves needed to defeat the robotic army of enemies that Leader has created.





Hidden throughout each level are at least five Hulk Out Pills. After The Hulk grabs a mega-pill, he can perform some Super Moves, including: The Sonic Clap, The Super Stomp, Pile Driver, Ball Mash, and Shoulder Charge. To beat the Boss characters in this game, make sure The Hulk is charged with a Hulk Out Pill.

The Hulk's Special Moves

During this adventure, the player controls Dr. Banner in 4 states of transformation: Bruce Banner (human form), The Hulk, Super-Hulk, and Hulk Out. You start the adventure in Super-Hulk mode. To increase Dr. Banner's powers, you must collect Gamma Pills.

After The Hulk obtains a Hulk-Out Pill, he can perform these and other Super Moves. Defeating enemies becomes easier using these moves.



The Shoulder Charge
Right*, *Right*, *C*, and *Right

Pile Driver
A*+*B

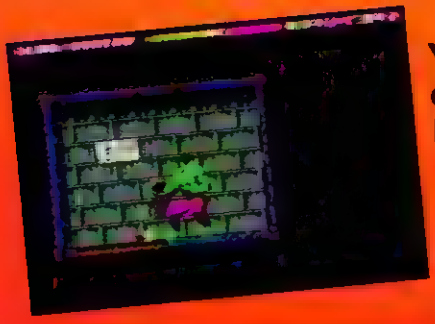




Bear Hug
A

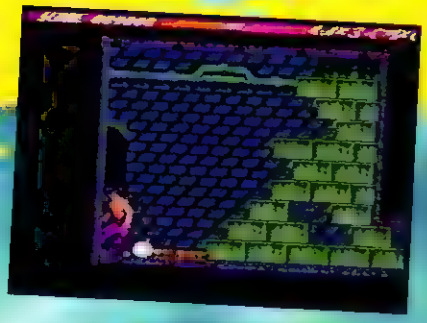
Sonic Jump
***B* and then *Down* (while in the air)**





You can find the first Hulk Out Pill near the start of the game. After defeating the first 2 enemies, go down the ladder and move to the left, then jump. You discover a hidden room that contains the pill, an excellent way to charge up at the start of the game.

Power-Ups and Collectibles



Throughout the game, look for Gamma Capsules, Mega Gamma Capsules, Transformation Capsules, Guns, Extra Life Power-Ups, Continue Coins, and Time Coins.

Basic Fighting Moves

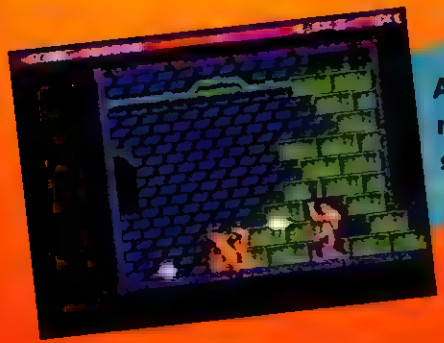
In all Hulk transformation states (with the exception of Dr. Banner), you can perform the following basic moves:



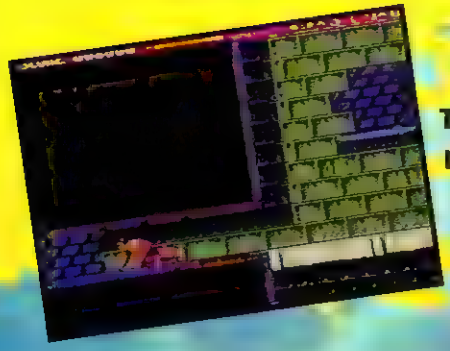
Walk	***Left/Right*** on D-Pad
Jump	***B***
Crouch	***Down*** on D-Pad
Punch	***A***
Slap	***Up+A***
Uppercut Punch	***Down+A***
Headbutt	Stand close +***A***
Pick Up/Drop an item	***C***
Pick Up/Throw an item	***C***, ***A*** (when close)
Grab enemy character	Stand close
Grab & Drop enemy	Stand close + ***C***
Grab & Throw enemy	Stand close + ***B***
Transformation	Start + ***C***

Super-Hulk Moves

Ceiling Smash	Stand close, ***Up***, ***B***
Sonic Clap	***A+B+C***
Foot Smash	***Down***, ***Up***, ***Down*** +***A***
Double Punch	***A***



As Dr. Banner, you don't have much strength or power, so stay clear of enemies. Dr. Banner can only use a weapon (*A*) for protection, if one is in his possession. Otherwise, he can walk (*Left/Right* on D-Pad), jump (*B*), or crawl (*Down* + *Left/Right* on D-Pad). To pick up an item or weapon, press *C*.



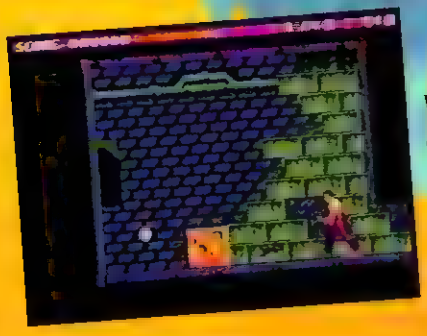
Transform into Dr. Banner to go through some tunnels, where you often find power-ups. If you find and throw a switch and nothing happens, backtrack a bit. You may have uncovered a hidden passageway.



Try to attack enemies from behind. Unfortunately, they often turn in your direction, so you need to work fast. To save your strength, try to avoid getting hit by powerful guns. Time your attacks so that The Hulk can leap over oncoming missiles or bullets.



After The Hulk crushes an object (for example a phone booth), he can lift and move it. After an object is moved, he can use it as a step for reaching higher levels or platforms.



Wood cartons often contain power-ups or weapons. The Hulk can smash open these cartons easily with a punch. As Dr. Banner, you can use a gun to shoot open the boxes.



The Hulk reverts to Dr. Banner by Transformation Pill or energy loss. Use a Transformation Pill to become Dr. Banner when it's convenient. When Dr. Banner becomes enraged (if you have enough strength), he turns into The Hulk. The worst way is to lose so much energy as the Hulk that you transform into a helpless Dr. Banner in the midst of an enemy attack. Even the smallest enemy attack triggers a transformation back into The Hulk.

To defeat Rhino at the end of Level 1, make The Hulk stand near the center of the screen and punch Rhino hard as he charges. No matter which direction Rhino approaches from (if you're at screen center), you have enough time to launch a mighty punch.

In Level 2, look for the hidden Continue Coin. To reach it, use a rock to bash through a group of blocks.

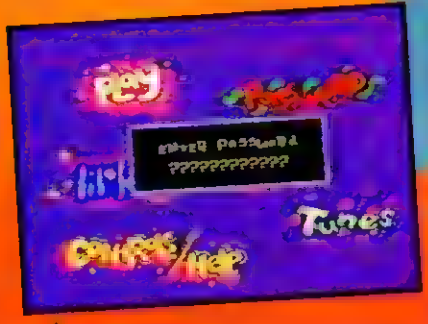
Toe Jam™ & Earl™ 2 In Panic On Funkotron™

Category: ***Action/Adventure***
Cart Size: ***16-Meg***
of Players: ***1 or 2 Players***
Controller: ***3-Button or 6-Button***

Toe Jam and Earl are a pair of wacky aliens who consider themselves to be the masters of funk. Not since the original Toe Jam & Earl has there been such an outrageous, funny, bizarre, and totally cosmic video game for any gaming system. Toe Jam & Earl 2 In Panic On Funkotron is an original game with 17 levels of action like you won't find anywhere else!

This adventure begins shortly after Toe Jam and Earl visit Earth. They're currently on their way back home to the planet Funkotron when they discover that a group of obnoxious Earthlings hitched a ride on their ship. Unfortunately, it's too late to turn back to Earth. The citizens of Funkotron don't like visitors, and they particularly dislike rude humans. Now Toe Jam and Earl must search their planet, round up, and give the humans a one-way ticket back to Earth. Although this sounds simple, when Toe Jam and Earl are involved, nothing is simple.

To reach higher levels in this game, you need passwords. If you want to see the names of the people who created this incredible game, enter the password, *toEjam + EArL*.

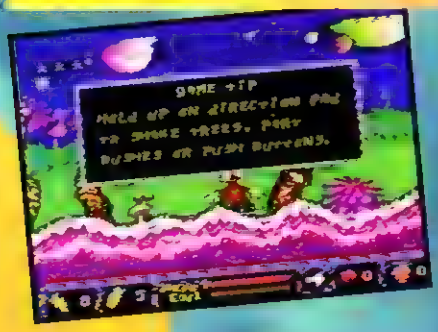


If you want to level hop, check out the following passwords:

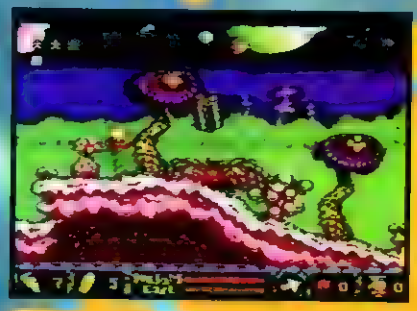


Level 3	RWA2ZZ24Q802 or RWJ21EW1R80X
Level 5	MAW2E1F5QK8X or VJW6EK21-J07
Level 7	VYW2Z1Q4FJ!6
Level 9	RAALK!F188H6 or VDJF7M2DYT6L
Level 11	VYJF73TH1PQQ
Level 13	NEYLXXJCVJF6 or DKYQHX4!EV!7
Level 15	J11L3R4C13H7





Position Toe Jam or Earl in front of any fountain and you get a game play tip. When either alien stands in front of a fountain, press *Up* on the D-Pad.



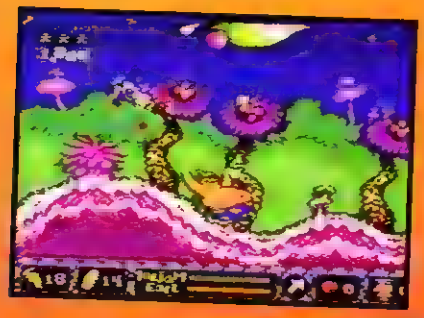
Press *Up* to face back and interact with objects behind the characters, such as bushes, trees, doors, or fountains.



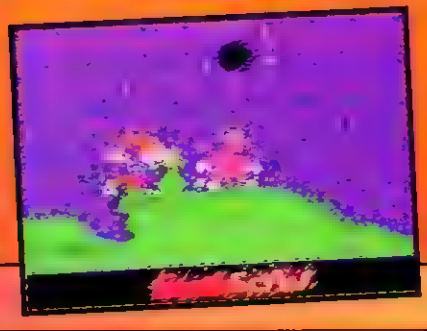
Both Toe Jam and Earl also can perform special Funk moves (*A*), Throw Jars (*B*), and Jump (*C*). While in mid-air, use the *D-Pad* to control where your alien moves. Throwing Jars are Toe Jam and Earl's main projectile weapon. Use these Jars to defeat humans or other enemy creatures.

During the game, press Start on the 3-button controller (or use the *X*, *Y*, and *Z* buttons on a 6-button controller) to access a special menu. This menu allows you to use the Funk Scan (*X*), Panic Button (*Y*), and Funk Vac (*Z*).





If you get in deep trouble, press *Y*. The alien you control goes ballistic and throws Jars in all directions. You also can use the Funk Vac (*Z*) to suck up the Earthlings.



In all levels, your goal is to find all the Earthlings and stick them in jars for easy transport back to Earth. You can find the nearest Earthling by using the directional arrow that appears at the bottom of the game screen, or you can use the Funk Scan. Search bushes, trees, manholes, and doorways—you never know where humans hide. You can't go to the next level until you find all the Earthlings in the current level.



If you sense danger approaching, get away fast by using a Funk Move (by pressing *A*), which allows Toe Jam or Earl to quickly teleport a short distance. Performing a Funk Move costs you one Funk Point. By opening presents or jammin' out, you can earn additional Funk Points in each level.

Manholes are located in some strange places on Funkotron. To peek inside a manhole, move Toe Jam or Earl next to one and crouch down (while facing it). If anything is inside, it pops out—even Earthlings. Sometimes, however, you may get lucky and grab a few presents.

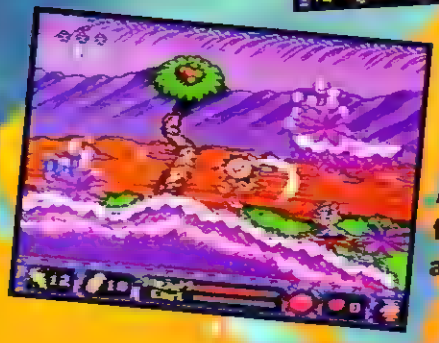




Occasionally, Toe Jam and Earl must take a plunge and go for a swim. Use the *D-Pad* to swim. Press *C* repeatedly to make them move. Remember to check the upper-right corner of the game screen to ensure that you don't run out of air and drown. To get a breath of air, kiss a Puffer Fish (they're round and purple) or swim to the surface.



Peabo, Sharla, and Lewanda are the three aliens who love to jam with Toe Jam and Earl. When a Jam Out session takes place, mimic the beats created by one of the aliens by pressing ShAka (*A*), Boom (*B*), or Clap (*C*).

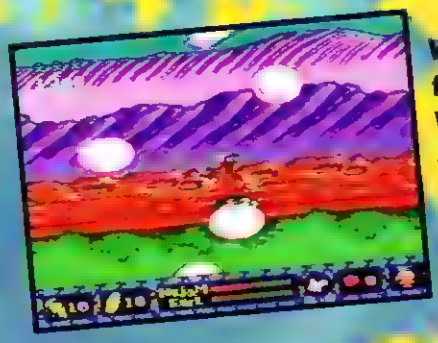


Now you can meet the Earthlings. Many types of Earthlings invaded Funkotron. A certain number of direct hits are needed to defeat each Earthling. When a fairy or Earthling flies overhead, you need to throw the jars up, or you can jump and while in mid-air toss the jars downward.

The Little Girl	2 Jar hits
The Baseball Kid	3 Jar hits
The Cow Ghost	2 Jar hits
The Construction Worker	5 Jar hits
Nasty William (he hangs from balloons)	5 Jar hits
Poodles	2 Jar hits
The Rich Lady	5 Jar hits
Woman Tourist	4 Jar hits
Man Tourist	5 Jar hits
Naked Man In Box	7 Jar hits
The Insane Fairy (She flies, shoot upwards)	4 Jar hits
The Duck	8 Jar hits
The Boogie Man	4 Jar hits



There are no cars, but plenty of parking meters on Funkotron. Drop a coin in a meter and you often get a surprise. If the parking meter doesn't disappear after dropping in one coin, drop in another.



When you see a pink bubble, hop on and go for a ride. Use the *D-Pad* to keep stable. When the bubble is about to pop, it turns a clear color.



If you activate a switch or put money in a parking meter, a secret doorway to the Bonus Zone often appears. When this happens, you have only seconds to jump through the door.

In the Bonus HyperFunk Zone, run to the right and grab as many presents and time bonuses (stop watches) as possible. You also run through vortexes that may slow you, or you may see lightning bolts that make you hustle. Press *A*, *B*, or *C* when you approach a window so that you shrink and don't transport back to Funkotron. The longer you stay in the HyperFunk Zone, the more cool stuff you can collect. When the stopwatch reaches zero, you transport out of this special zone.



Game Genie Codes

Infinite lives	AJ4A-CA9G
Infinite Funk Vacuums	BA3T-CA54
Infinite Panic Buttons	BA3A-CA94
Infinite Coins	BA2A-CA8L
Infinite Time under water	AJ4A-GA2G
Infinite Funkitude	BA2A-CA4G
Stay on Pink Bubbles	RH9T-E6WW
Begin on Level 10	BE8A-CAGT
Begin on Level 15	B28A-CAGT
Begin on Level 17	CA8A-CAGT

ZERO TOLERANCE™

Category:	***Fighting/Shooting Action***
Cart Size:	***16-Meg***
# of Players:	***1 or 2 Players***
Controller:	***3-Button, 6-Button***

You have played martial arts fighting games, sports simulations, and horizontal scrolling action/adventures. Now, you're looking for a new challenge. Well, Zero Tolerance is what you're searching for.

Zero Tolerance is a rather violent, first-person shooting game in a maze of corridors rendered with 3-D graphics. In this adventure, your character can locate and grab an arsenal of weapons to blast human enemies, alien enemies, and Boss characters. You explore a space station, a high-rise building, and a sub-basement, each with multiple levels loaded with secret passageways, elevators and hidden doors. As you explore, stay alert and be ready to shoot the weapon. Around any turn, one or more enemies wait to attack.

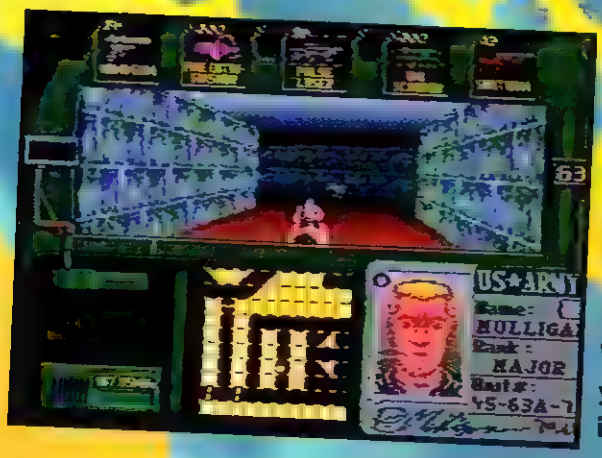
Zero Tolerance is part of category pioneered by id Software—the creators of DOOM™ and DOOM™ II.

Europe-1, a Planet Defense Orbital Space Station, was attacked by hostile forces. Sensor scans show that the reactor core cooling towers are damaged. Nuclear reactor core breach, due to extensive overheating, is imminent. You must travel to the space station, neutralize enemy forces, and regain control of the station to stabilize the reactor.



No matter the level of the game you're on, you see all action from a first-person perspective. Main objective: acquire as many weapons as possible and explore the corridors. Using the *D-Pad*, you travel in any direction (*forward, back, right, left, or diagonal*).



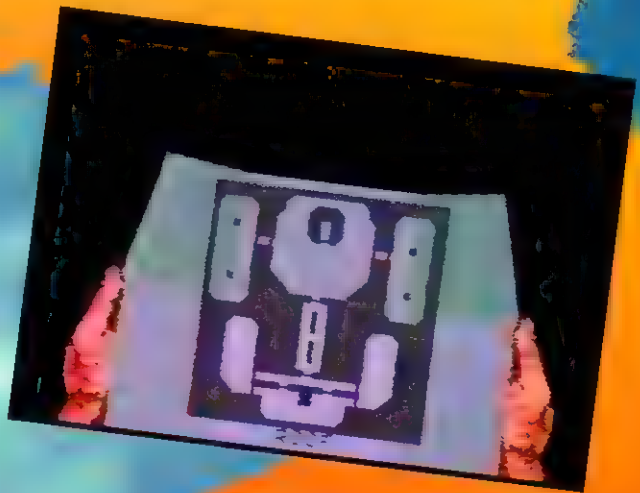


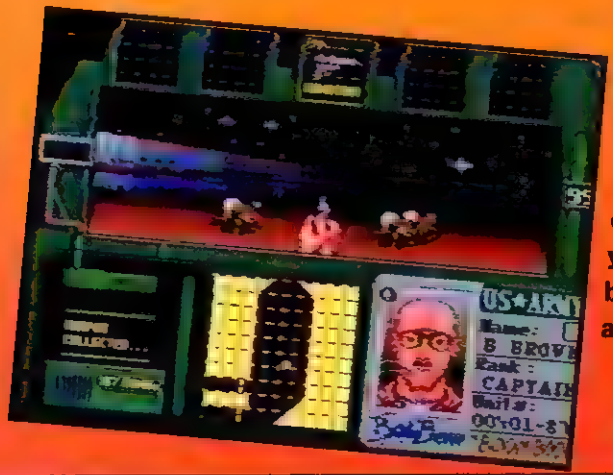
As you travel, you can pick up weapons. To determine the Active weapon (the weapon your character will use), press *C* repeatedly to scroll through the list of available weapons. This listing is shown by graphic icons at the top of the screen. The Active Weapon appears in the upper-center. When a mission begins, your character's hands are empty, and no weapons or items are in inventory. At any time, you can carry a combination of up to 5 weapons or items.



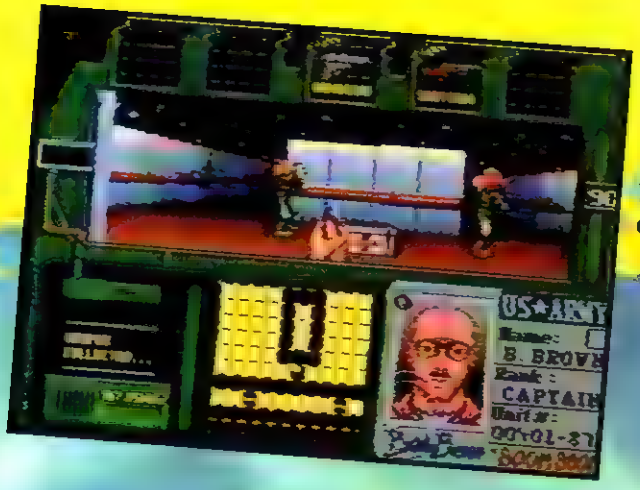
At the beginning of the game, the first weapon is a few steps in front of you. To grab a weapon, walk over the weapon or item on the ground, and pick it up. Note the number of bullets or rounds of ammunition available in the weapon you pick up. When the ammunition runs out, the weapon is useless. As a result, accurate aim is important.

Press Start after the adventure begins to see a complete overview map of the space station. On the screen, a smaller map of the corridors, passageways, and doorways in the immediate area appears. Use this map to keep from getting lost or traveling in circles.

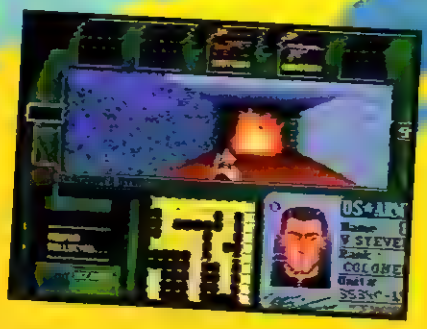




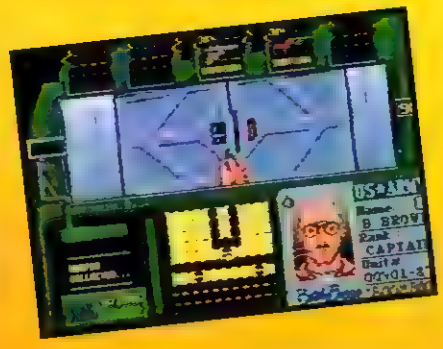
Many corridors and passageways look similar, so getting lost is easy unless you pay attention to where you've been and where you're going. If you play a one-player game and discover a dead body, the body belongs to someone you already killed, so you already were down this corridor.



Enemies hide behind barriers and then jump out to shoot. Wait for a clear shot. If you walk into a room loaded with enemies, step back and let the door close in front of you, which protects you from enemy bullets and allows you to formulate a strategy or change weapons before re-entering.



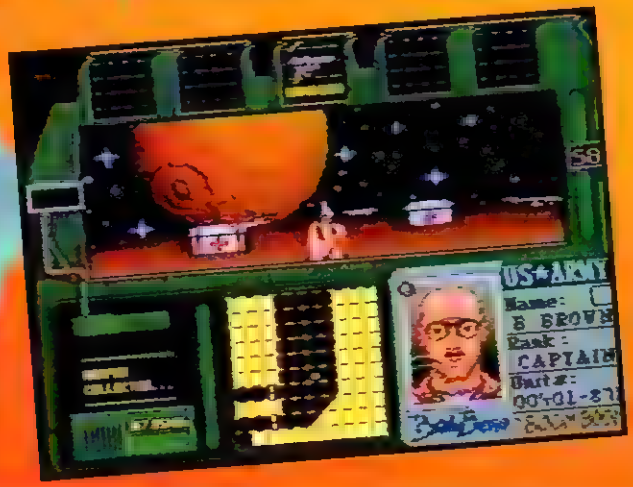
When near fire, use a fire extinguisher before proceeding. Don't walk through burning flames: you will be injured or lose a life. After finding a fire, locate an extinguisher (if you don't already have one) and stand several steps away as you put it out.



The basic Handgun is your most trusted weapon. It has no special features, but bullets are deadly. As you explore, you discover more ammo for this weapon. A good strategy for boosting ammo is to shoot an enemy and then search the body by walking over it. If he carried ammo, a weapon, or another useful item, you automatically grab it.



The shotgun also is a basic, no-frills weapon that works when you aim and fire at enemies. Locating ammo for this weapon also is relatively easy.



Getting shot or injured decreases your energy. When your character's energy is depleted, he dies. To regain energy and fix a character's injuries, look for the First Aid Kits located throughout each level. If your energy is fully charged, a First Aid Kit has no benefit.

The Zero Tolerance Characters

In Zero Tolerance, you choose from one of five characters. The characters differ in strengths and weaknesses.

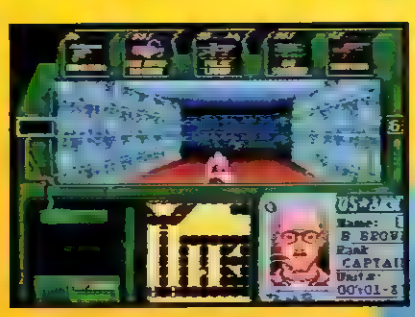
Major Mulligan

45-63A-71



Captain "Boom Boom" Brown

00401-87H





Colonel W. "Tinman" Stevens

3534C-148

Sergeant "Wang" Belaforce

173-24-B5



Cadet T. Crisis

03-45.NAV



JURASSIC PARK™, JURASSIC PARK CD™, and JURASSIC PARK: RAMPAGE EDITION™

Category: ***Action Adventure***
Cart Size: ***16-Meg (Rampage Edition)***
of Players: ***1 Player***
Controller: ***3-Button***

First came the blockbuster motion picture, *Jurassic Park*, which was based on the best-selling novel by Michael Crichton. Sega of America has made Jurassic Park into a series of different interactive adventures based loosely on the movie.

The original cart-based video game offers two unique game play modes. You can control Dr. Grant on a mission to regain control of Jurassic Park and rescue people trapped in the Vistor's Center, or you can control a Velociraptor and try to escape from the Jurassic Park island.

Tip: **Jurassic Park CD, offering yet another different game play experience, features live-action video footage, plus graphics created by digitizing the dinosaur models used to film the movie. This game takes place after the movie and is seen entirely from a first-person perspective. Upon returning to the island, the mission: salvage living dinosaur eggs.**

Using the D-Pad, you can get a full 360-degree view of the surroundings. The sound effects, recorded in Q-Sound, a 3-D sound process that works with stereo TV, are realistic.

To keep you up-to-date on all the latest dino data that you need to survive, real-life expert Dr. Robert Bakker pops up periodically and offers information and advice in the CD edition of the game. Listen carefully to what he says.

In conjunction with the release of the *Jurassic Park* movie on videocassette, Sega developed yet another cart-based adventure that provides even better graphics, faster game play, more challenges, great sound effects, and dinosaurs galore. Jurassic Park: Rampage Edition also allows you to control either Dr. Grant or a razor-clawed raptor.

New kinds of dinos, new weapons, and new levels make this adventure even more thrilling than the original.



Jurassic Park Cheat Mode

Tip: If you haven't yet mastered the original Jurassic Park game, here's a special code that helps you cheat. At the Password screen, enter NYUKNYUK.

"Second Controller Enabled" appears at the bottom of the screen. Make sure that you plug both controllers into the Genesis. You still use controller #1 to control the action, but you can use the controller #2 buttons to give your character special powers.

Using controller #2, hold down *A* to enter into slow motion. Press *B* to recharge your life and weapons. Use the *D-Pad* to move your character anywhere within the level.

Jurassic Park Level Select Code

For quick tour of Jurassic Park island without paying admission, access and then exit from the Options menu (while you're there, don't do anything). Next, enter the password: NYUKNYUK, but don't exit from the Password screen. Instead, highlight the Left or Right on-screen arrow, and then press and hold down each of the following buttons (in this order): *A*, *B*, *C*, and Start. At the end of the sequence, you are holding down all the buttons.

When the "Second Controller Enabled" message appears, highlight the Exit option and press any button to begin the game. A special Stage Select menu appears.

Jurassic Park Continuous Continues

If you run out of lives but are deep in the game, you can get an unlimited number of Continues. Whether you control Dr. Grant or the Raptor, after you die (and are out of lives), go to the Password screen and press Start. Now, choose the Start option; you return to the level where you left off.

Jurassic Park Passwords

Use this list of Passwords to find your way around the first levels of the original cart-based JURASSIC PARK game:

Play As Dr. Grant

	Easy Mode	Normal Mode	Hard Mode
Level 1	OHHNSIDK	ORJTRMA6	08BI9UR7
Level 2	2BINHKE9	277166RO	2QMH7DB2
Level 3	4LBVGIIN	4BFP64V0	4SNP67FC
Level 4	66RHEH2P	64DHCDEF	6QLNTNRR
Level 5	8KNOSHUU	85BGLNTH	8DCIDDR8
Level 6	A717MUP6	AH745EJC	A6C8EDJI
Level 7	CPLPHMMG	C7UBL67U	C7DH56B7

Play as the Raptor

	Easy Mode	Normal Mode	Hard Mode
Level 1	G21G0014	G21G0025	G21G0036
Level 2	I2IG0016	I2IG0027	G2IG0038
Level 3	K21G0018	K21G0029	K21G003A
Level 4	M21G001A	M21G002B	M21G003C
Level 5	O21G002C	O21G002D	O21G003E

Jurassic Park CD Level Select

To access Level Select in Jurassic Park CD, you first must have at least one egg placed in the incubator located in Wu's office (in the Visitor Center). You can take this step in the first game level. After an egg is safely in place, save the game and exit the computer room. Next, press Start on controller #2, and keep holding it until the special "Node Jumper" menu appears. From this screen, you can jump to any game level. Use controller #1 to select the stage, or press Start to access a second menu, "JP-CD Video Sequences." With this menu, you can check out the live-action video footage included in the game.

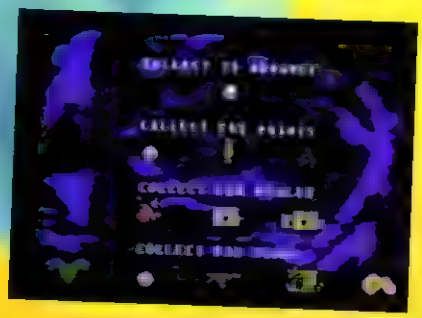
Jurassic Park: Rampage Edition

Dinos, dinos, and more dinos—that's what you can expect in this video game sequel to Jurassic Park. Remember, however, this awesome new game in not based on the motion picture sequel currently in production.

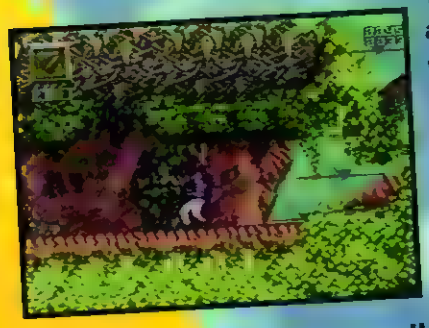




From this selection screen, choose the character you want to control. Jurassic Park: Rampage Edition really is two games on one cart. Before starting the game, access Options to select the level of difficulty (Easy, Medium or Hard).



As Dr. Grant, at the start of the game, check this screen to determine the items and power-ups you should look for. Your next stop is Jurassic Park.



To control Dr. Grant, press *A* to determine the active item or weapon. To make a item or weapon active, it must be in Grant's inventory. The small window in the upper-left corner of the game screen shows the item Dr. Grant currently is using. After killing a human or smashing open a canister, you often can grab additional items/weapons. *B* lets you use the active item or trigger the active weapon. Press *C* to jump, and use the *D-Pad* to control Dr. Grant's movements.

While exploring the Cargo ship, look for human prisoners and free them. Of course, blast away the dinos and any guards who attempt to stop you.





Dr. Grant can swing from ropes or cables, climb ladders, and jump between moving platforms. Always have a finger on the trigger, ready to shoot. Enemies come from all directions, including above. At the end of this level, the ship begins to sink, and you are in the cargo hold. Keep moving up by climbing ladders. If you see a first-aid kit along the way, grab it, but don't stay underwater for too long.



When you are lifted by a flying dino, you are brought to its nest at the top of the level. Use the *D-Pad* to control your left or right direction while in mid-air. Although you can't escape, you still can see what's ahead and use your weapons to blast away at enemies. Again, keep your eyes open.



As a raptor, you can use tail, teeth, or front claws to kill other dinos or soldiers. You also can jump up and spin in the air to perform attacks on airborne enemies.



Look for and activate these level markers, whether you control Dr. Grant or a Raptor. When activated, these signs mark your progress in the level and tell you the direction to travel next.

STAR TREK: THE NEXT GENERATION®, "Echoes From The Past™"

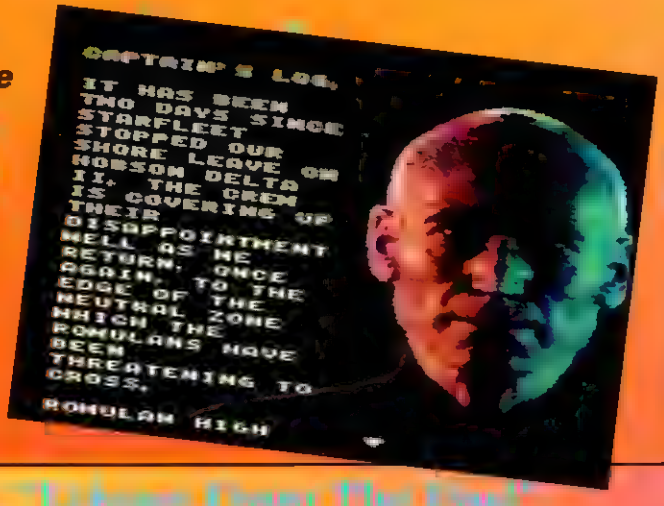
Category:	**Adventure/Role Playing**
Cart Size:	**16-Meg**
# of Players:	**1 Player**
Controller:	**3-Button**

Captain's Log 070794.27. While on shore leave, the* Enterprise *was called to action to locate and retrieve the IFD, a device believed to hold incomparable power. Whatever the outcome, Starfleet has informed us that this device must not fall into the hands of the Romulans. To accomplish this mission, the* Enterprise *must travel to multiple planets. Away Teams will be sent to search for clues regarding where the IFD can ultimately be found.

Welcome to the 23rd Century: command the Starship *Enterprise*, the Federation's flagship! By combining elements of a detailed role-playing game with the features of an action/adventure, Sega has adapted the top-rated syndicated television series *Star Trek: The Next Generation* and turned it into an interactive game-play experience.

All your favorite characters, sound effects, and music from the series are in this game. You solve puzzles, search for clues, take part in hostile ship-to-ship encounters in space, and confront alien races while on Away Team missions.

As fans trek to the theater to see *Star Trek Generations*, the first motion picture to star both the original *Star Trek* and *Star Trek: The Next Generation* casts, gamers can experience this exciting adventure on their Genesis. Other exciting games based on *Star Trek* include: *Star Trek: Starfleet Academy™* (Interplay), *Star Trek: Deep Space Nine™* (Playmates), and *Star Trek Generations™* (Spectrum Holobyte). Lock on a course to the gamer's zone. Engage!!



At the start of the game, Captain Jean Luc Picard provides you with an overview of the situation facing the *Enterprise*.



From the Bridge, you control ship's Communications, Conn, Sensors, Computers, Tactical Station, and Engineering. You also can enter or exit the Captain's Ready Room in the Turbolift and travel to the Transporter Room and beam down to a planet.



Knowing each crew member's main responsibilities makes you an excellent commander. The Senior Officers include: Captain Jean-Luc Picard, Cmdr. William T. Riker (First Officer), Lt. Commander Data (Second Officer), Lt. Worf (Chief of Security), Dr. Beverly Crusher (Chief Medical Officer), and Counselor Deanna Troi (Ship's Counselor). Each crew member has talents that you must use at the appropriate times to survive and succeed in your mission.

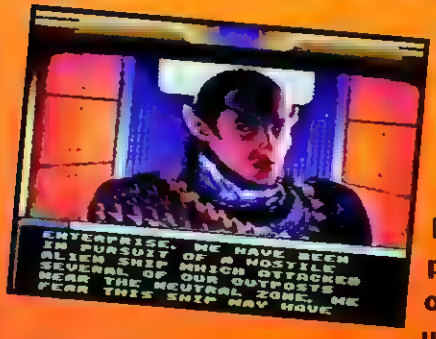
The U.S.S. Enterprise—A Guided Tour

Communications



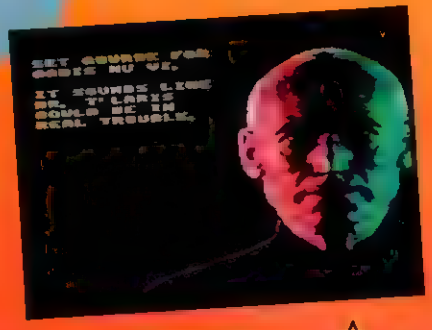
Incoming messages go through the *Enterprise*'s communications system. A beep sounds when being hailed, and a light above the bridge's main viewer flashes. Use the *D-Pad* to activate Communications and press *A* to receive incoming message(s). If a reply is necessary, a menu of options appears. Press *C* to review the last message or last reply.

If the main viewer shows static during a message, the system was damaged in battle and needs repair. During an encounter with a hostile ship, the Enterprise may be hailed. The Enterprise is in the business of exploration, not war. If a peaceful resolution is possible, choose this option.



Pay careful attention to each communication. You often receive important clues, plus information on where the *Enterprise* should travel next.

The Ready Room

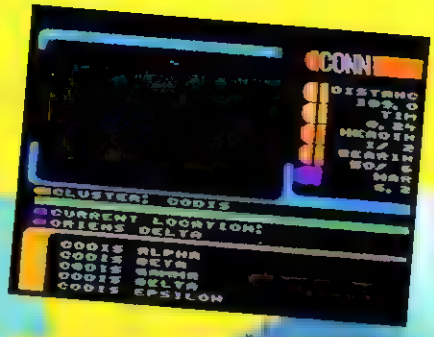


In the Captain's Ready Room, you can consult privately with Captain Picard. The Captain often offers valuable advice, especially in Red Alert situations. Whether or not you follow the Captain's advice is up to you. Use the *D-Pad* to scroll through the text messages. Press *A*, *B*, or *C* to return to the Bridge.

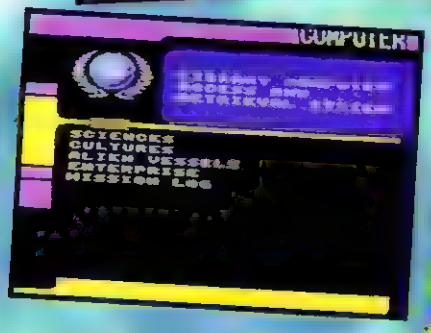
The Conn

The pilot's seat of the *Enterprise* is used to set course. Press *A* to select a destination and display sub-menus; *B* to return to the previous menu; and *C* to lock in a course, engage engines, or go back to the Bridge. Use the *D-Pad* to scroll through menu options.



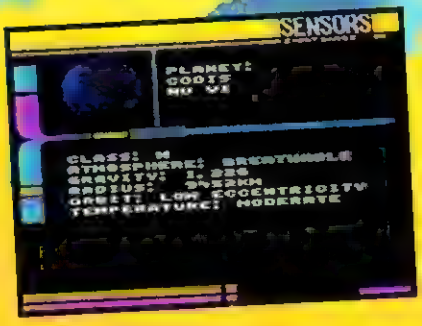


To set a course, select a star cluster, then a specific star. Next, choose a planet or a planet's moon. You also must set the ship's Warp engines to reach the destination under Impulse power, or you probably will arrive too late).



Sensors

Use the ship's Sensors to scan objects or planets. Use the *D-Pad* to scroll through the text screens.



Computer

The *Enterprise* Computer contains a wealth of information about a variety of topics. You also use this feature to save and retrieve mission data. Before entering into a hostile engagement, save mission data, so that if the ship is destroyed, you can pick up from the point where you saved the mission. To save a mission, use the Mission Log option.



Tactical

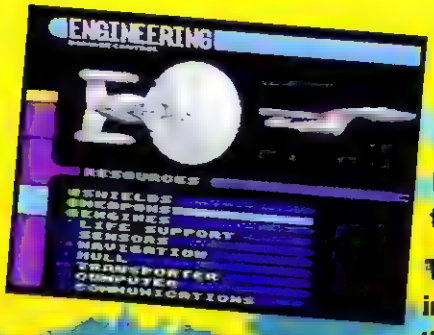
These weapons aren't water guns. The ship is equipped with Phasers and Photon Torpedos. When you activate the weapons system, you automatically go to Red Alert. As the first step in encountering a hostile ship, attempt communications. If forced into a hostile engagement, you must manage the ship's weapons, shields, and overall power carefully.



This screen shows both your and the enemy vessel's current locations. The map scale changes based on distance from the enemy. The right side of the screen shows information about the ship's weapon system and shields. Shields displayed in green are in good shape. As they become damaged, they turn black and eventually collapse. Phasers begin red when fully charged and turn black as they drain.

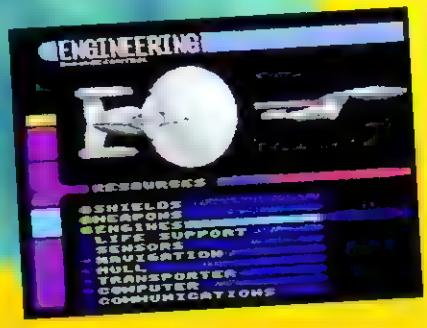
Tactical Controls

Button Combination	Definition
Start	Pause/Resume Game
D-Pad ***Up***	Forward Thrust
D-Pad ***Down***	Reverse Thrust
D-Pad ***Left/Right***	Turn Left or Right
A	Fire Phasers
B	Exit to Bridge
C	Fire Photons



Engineering

Managing Engineering is vital for keeping the *Enterprise* in operation. From Engineering, you allocate ship resources and execute repairs on all major systems. If you can, initiate repairs in deep space while between destinations.



The red bars on the Engineering Report screen indicate damage. The longer the bar, the worse the damage. After a hostile encounter, repair the engines and navigation systems first. Before an encounter, make sure the shields and weapons work. The more resources you allocate to a repair, the quicker the system comes on line. For major repairs, visit a Starbase.

Transporter



After you are in orbit around a destination, send Away Teams to explore. An Away Team consists of four crew members that you select. Each crew member can use items in the inventory, such as a phaser, tricorder, or command insignia (communicator).



Always invite at least one or two security guards to accompany senior officers on an Away Team. Security guards are disposable. If they get killed, the mission continues. If a senior crew member is injured or killed, completing the mission becomes extremely difficult or impossible.

The Missions

The Mine



In the mines of Gamma Orientis IIIB, rescue trapped miners. Avoid the alien slugs and runaway mine cars, and don't get lost. Keep track of your path, so you can retrace your steps to escape. While in the Mine, Geordi LaForge can use his VISOR to locate hidden minerals.

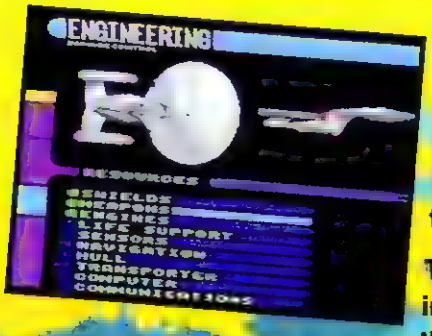
The Derelict Ship



A derelict ship is discovered in a decaying orbit. The Away Team must race against time to restore energy to this ship to get the engines and computers running. Locate the optical circuits and hook up the other pieces of machinery that you discover throughout the ship. Remember, not everything you find has a use. If you get the computer back on line, you receive information about the IFD.

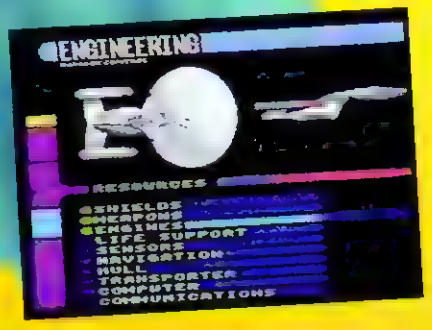
Data is a valuable member of your crew. As an android, he has superior strength, eyesight, and hearing. Use Data's ability to see in the dark to locate the power conduits that can restore power to the engines.

By destroying the replicating device on the ship, you keep new patrol robots from being created. You also must match the symbols on the gas canisters with the symbols on the overhead pipes to accomplish your goal.



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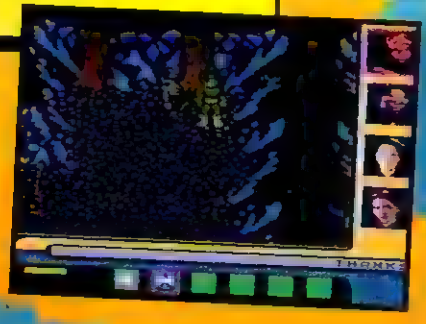
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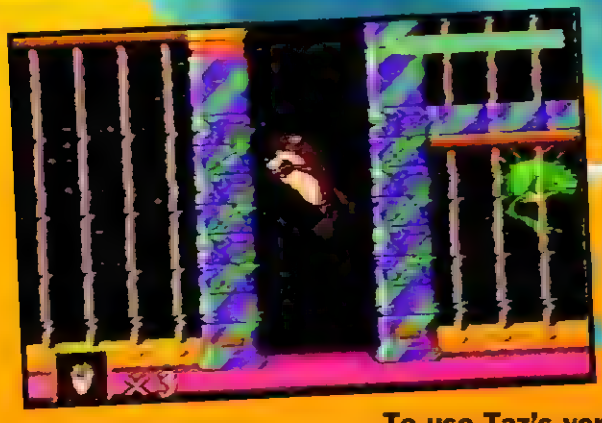
Make Like a Tazmanian Devil and Spin!

Controlling Taz is as easy as A, B, C, and D.

To	Use
Pause/Resume Game	**Start**
Action Button (Use an item)	***A***
Spin	***B***
Jump	***C***
Control Taz's Direction	***D-Pad***



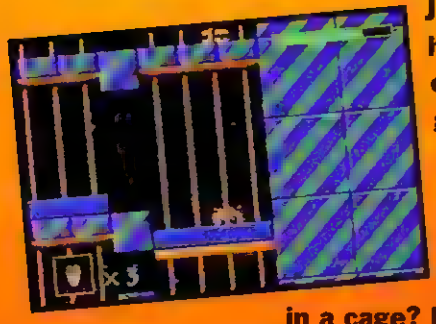
Taz's Tornado Spin defeats enemies, spins past obstacles, and travels up vertical passageways. To start spinning, press and hold *B* and use the D-Pad to travel *Left* or *Right*.



Use the Tornado Spin to smash through walls.



To use Taz's vertical Tornado Spin to travel upwards, press *C* to Jump. While in the air, press and hold *B* to spin. Taz must bounce off one of the walls in order to get started.



Trapped in a cage? Not Taz! If you can smash your way Left or Right and can't move up, press *C* and *Down* on the D-Pad. You often can drop through the floor of certain cages.



Throughout each Stage you encounter Transporter Pads. These gizmos instantly send Taz to another portion of the Stage.



Those aliens have all kinds of strange gadgets. If Taz walks past the Shrink Ray, he temporarily becomes extremely small. Growth Rays transform Taz into a giant. While small, Taz can easily travel through narrow passages. As a giant, his movements are more restricted, but he's invincible.

The Acme Cartons should be a welcome sight. When you discover one, you've reached the end of a level. Simply hop into the carton and you appear at the start of the next level.

Other cool things to search for are Switches, which operate machinery and open or close some doors. When you discover the Taz Whirly Copter, use it to fly through the air with the greatest of ease. Walk to the copter and press *A* to lift it up. Next, press and hold down *B* to make the copter fly. While in the air, use the *D-Pad* to move around. When you release *B*, the copter lands. Press *A* to drop this gadget after using it.



Taz's health meter is in the upper-right corner of the game screen. When this bar is empty, Taz's energy is gone and so is his life. You start your adventure with three (3) lives. To see how many lives remain, check the lower-left corner of the screen. To replenish some of Taz's energy, eat! Look for food and chow down often. If a cake has a candle burning on it, however, let it be.



Eating a First Aid Kit replenishes some of Taz's energy.



Eating gasoline can kill a human (like you) almost instantly (it's poison!). However, when Taz eats gas, he can then shoot flames from his mouth. This is a wonderful weapon against most alien creatures.



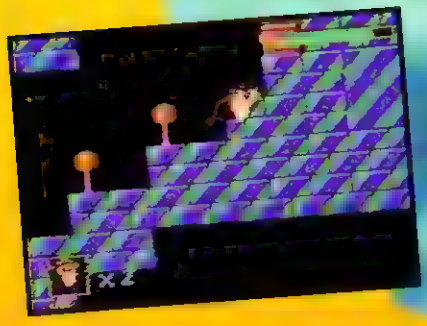
If Taz eats a Bomb, it explodes inside of him. (Talk about a tummy ache!)



Defeating aliens isn't always easy. Some aliens disappear in a puff of smoke when Taz uses his Tornado Spin. To get past others, you have to use one of Taz's special powers, such as his fire breath, which burns enemies to a crisp. Spitting pebbles also is an excellent weapon for Taz.



Beware of these shooting aliens. The best way to avoid harm is to quickly get behind these guys and use Taz's Tornado Spin to finish 'em off.



Many of the stages are like mazes and contain many dangerous obstacles. If you can't see what's ahead, make the screen scroll with up or down by standing still and holding *Up* or *Down* on the D-Pad.

Taz Statues are mid-level markers. Make Taz walk past one of the statues and a flag appears. Now, if you happen to lose a life, you restart the stage from the last statue Taz activated, instead of the stage's beginning.

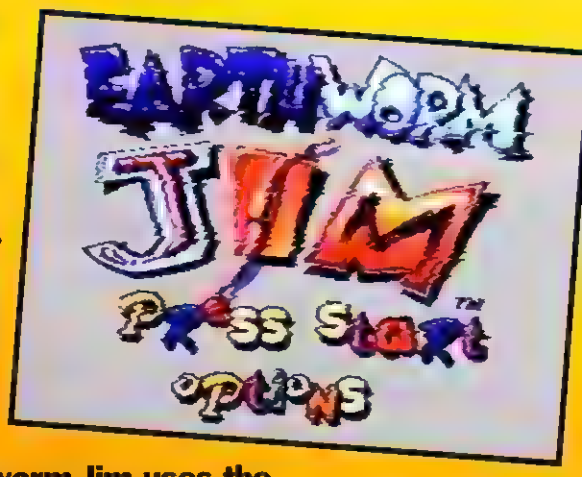




A box of rocks is a valuable weapon; if he eats them, he can spit pebbles at enemies. When you see a Power-Up such as a box of rocks, gasoline, food or other item, don't use Taz's Tornado Spin to destroy the item. Just grab it and have Taz eat it.

EARTHWORM JIM™

Category:	**Action/Adventure**
Cart Size:	**16-Meg**
# of Players:	**1 Player**
Controller:	**3-Button Compatible**



What happens when you put a common, everyday earthworm into an all-powerful, indestructible cyber-netic suit, arm him with a plasma blaster and use his head as a whip, then set him loose on an intergalactic adventure? The result is a totally original, exciting, and challenging game that contains over 20 levels (including several 3-D stages) jam-packed with breathtaking graphics.

Disney's Aladdin (from Virgin Games) was the first game cart to incorporate hand-drawn animation cells using a process known as Digicell. Earthworm Jim uses the next generation of this technology, called Animotion, to create even more detailed and 3-dimensional on-screen characters. Combine these incredible graphics (created by professional animators) with digitized voices and sound effects, plus an original soundtrack, and you end up with an exciting game.

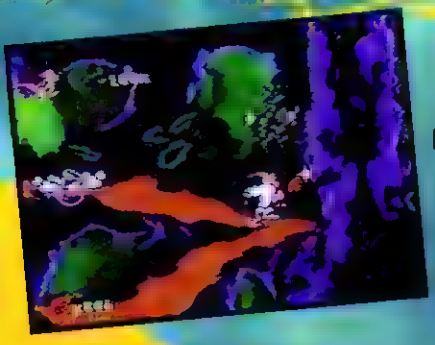
Earthworm Jim isn't a run-of-the-mill video game. The main character is a worm named Jim with an attitude. (His pals call him EJ.) If you stop controlling EJ, even for a few seconds, his actions become humorous. The object of Earthworm Jim's desire is Princess What's-Her-Name. As you blast though each stage, you encounter enemy characters, like Psy-Crow, Doc Duodenum, Chuck and Fifi, Major Mucus, Evil the Cat, Professor Money-for-a-Head, Bob and #4, Peter Puppy, and the ultimate Boss character, Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed Slug-for-a-Butt.This Boss Queen is really Princess What's-Her-Name's evil sister. Each enemy character has individual personality and abilities. You must help Earthworm Jim get past this evil Boss and her army of worker insects if you ever want to see Princess What's-Her-Name again.

Creating Earthworm Jim for the Genesis took a team of ten talented programmers, led by David Perry at Shiny Entertainment, almost a full year to complete. What's next? The new Animotion animation process was designed for the 32-bit and 64-bit gaming systems, so expect to see many games in the future using this powerful new technology.

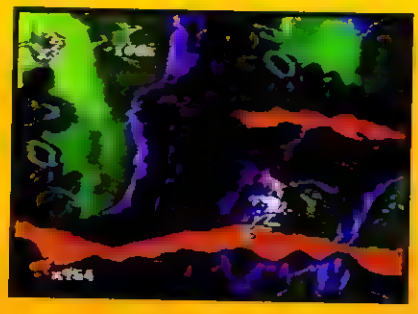
Controlling Earthworm Jim

From the main title screen, begin the game or select the Options menu to edit the function for each of the buttons. The standard button configuration is:

A	Shoot Plasma Blaster
B	Crack Whip (Jim's head)
C	Jump



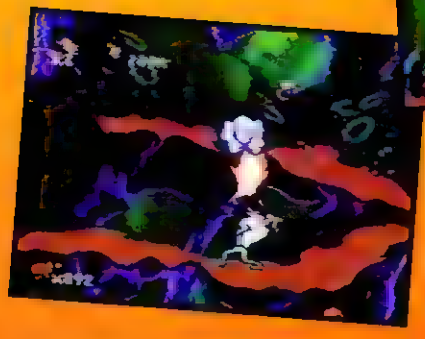
Power-Ups are located everywhere. In the lower-left corner of the game screen is the number of blasts remaining in the plasma gun. In the upper-left corner is the number of lives plus the percentage of energy EJ has left. Each time he's injured, either from an obstacle or an enemy, he loses energy.



Grab lots of Energy Atoms to replenish EJ's energy. When the energy meter is at 100%, don't grab more Energy Atoms. You can backtrack and grab more if you need them. Once they're gone, the Energy Atoms are used up and won't return.



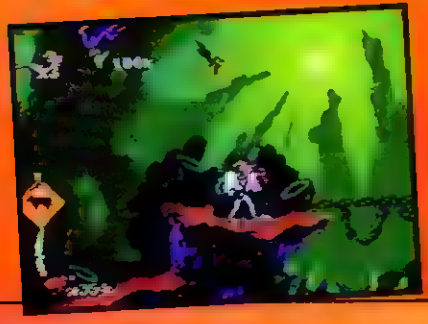
To defeat his enemies, EJ can blast them with his gun or whip them. You need to use a combination of whip attacks and gun blasts to defeat some enemies, like the Boss characters.



Enemies can be on levels above or below EJ. Use his gun to blast these enemies out of the way, before you actually reach them. Occasionally, it makes sense to use EJ's ability to hang off the edges of platforms to get a peek at what's below.



At the start of the New Junk City stage, make EJ stand near the cow, then shoot up at the hanging refrigerator. With good aim, the refrigerator drops down and the cow goes flying.



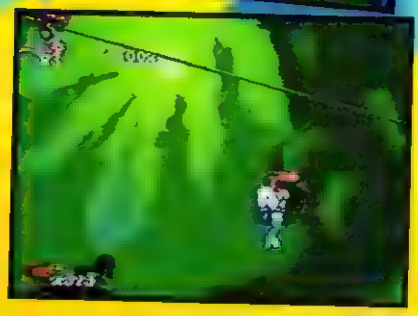
New Jump City is loaded with enemy birds who love eating worms. If a bird gets too close to EJ, they attack his head. The best strategy: shoot the birds. If you use EJ's head for a whip, the birds can get too close for comfort. Throughout this stage, bounce on the piles of tires.

As you climb up the conveyor belt in New Junk City, avoid the objects that fall toward you. The only safe things to grab on the conveyor belt are Energy Atoms.





EJ's built-in hook (actually, his head) allows him to jump up and grab overhead ropes. To make EJ move to the left while he's hanging here, you must make him keep shooting his gun to the right.



Just because you can't see where you will land doesn't mean you shouldn't make the jump. Once EJ is airborne, he can use his helicopter head to glide short distances as he falls, which often keeps him from landing in a bad place.

Every level of Earthworm Jim contains hidden objects, rooms and secret levels. Remember, there's no time limit, so relax, take in the sights and explore. Make sure EJ's energy doesn't get too low. If an enemy makes a surprise attack, EJ could lose a lot of energy fast.



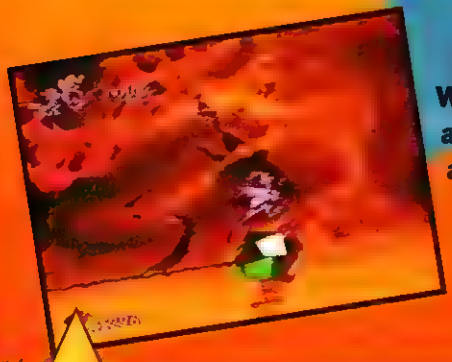
At the end of this level, a Boss character made up of tires and trash cans awaits. You must use both EJ's whip-head and his gun to defeat this junkyard creature.



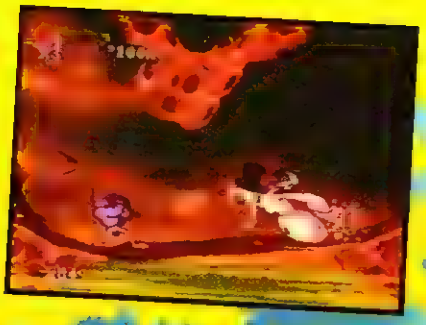
This stage of Earthworm Jim takes place in a hot place. You must help EJ travel along the windy trails, avoid enemies, and jump over the flames that shoot up from the ground.



When EJ travels down a steep trail, he begins to slide. Try to maintain control. Some downward slopes end abruptly with a cliff. If you don't put on the breaks, and jump to another trail, EJ falls off the cliff and loses a life.



When you discover this crystal, climb upward on a series of platforms to reach it, then hang from a rope and drop down on the crystal. (Just before the crystal, be sure to activate the level marker.) Have EJ run to the right and use the rotating crystal like a treadmill. While EJ runs on the crystal, it begins to rise. Keep riding up until the crystal stops.



To beat the Snowman Boss, you must again use EJ's gun and whip. When the Snowman materializes close to EJ, use the whip. Otherwise, keep firing the gun. After you defeat this dude, grab the giant crystal and EJ transports elsewhere.



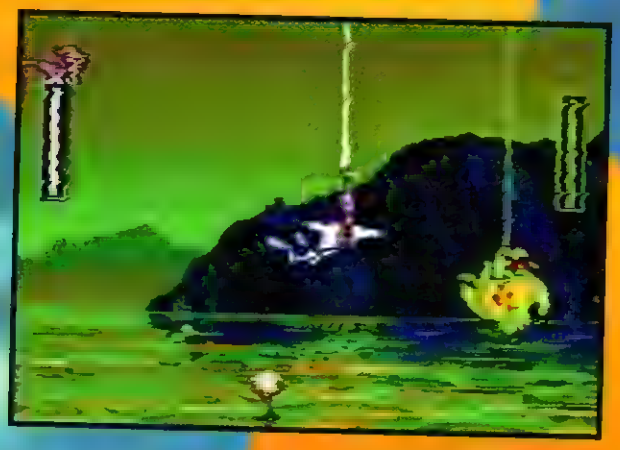
This human carrying a briefcase can be dangerous if you're not careful. To defeat him, use EJ's whip head. When the briefcase flies upward, start shooting the man. After you beat him, a gun Power-Up appears.

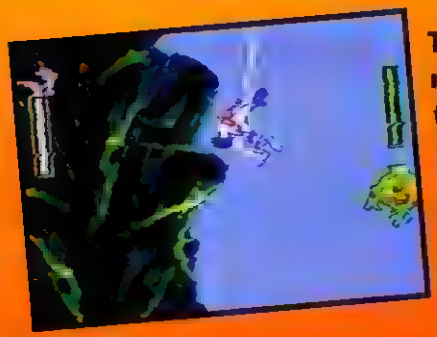


The Asteroid Belt stages offer exiting 3-D graphics. Use the *D-Pad* to make EJ move around. Press *A* to make him accelerate. While in these stages, collect the fuel pods (the blue spheres). Grab 50 pods and you earn a Continue. To accomplish this task and avoid asteroids, you have to control EJ's travel speed carefully. Make Jim speed up and slow down as necessary. Besides the fuel pods, look for other Power-Ups.

Psy-Crow is EJ's arch enemy. In the Asteroid stages, you actually race against Psy-Crow who travels on a rocket similar to yours. Try to stay ahead of Psy-Crow by avoiding asteroids and maintaining a high speed. You are rewarded if you beat him to your destination.

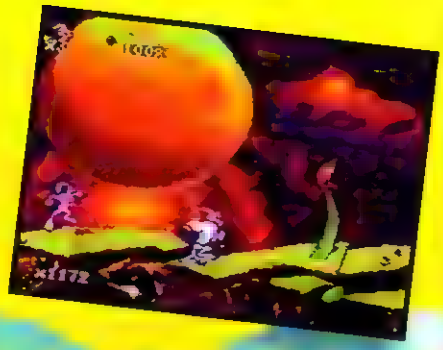
EJ tries just about anything to rescue the Princess. In these Bungie Jumping stages, he must bounce up and down. At the bottom of the jump (in the lake) is a monster that jumps upwards and eats EJ if he gets too close.

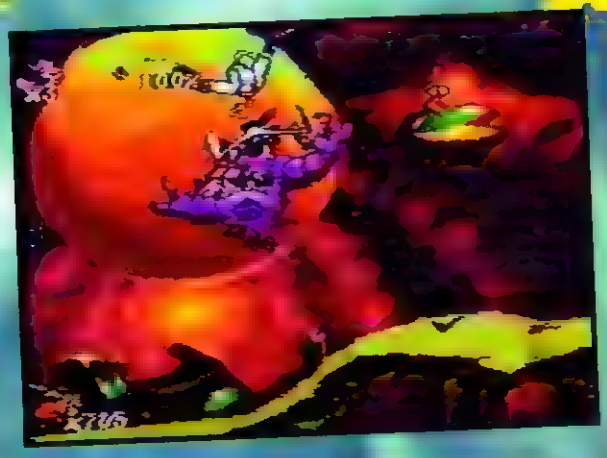




The goal of the Bungie Jumping stages is to ram the opponent and make him crash into the walls. Then, his cord breaks and he falls. At the same time, however, the enemy is trying to ram you into the walls. Use the *D-Pad* to control your direction. Press *A, B,* or *C* along with an arrow on the *D-Pad* to launch an attack. If Major Mucus (the dude on the other cord) starts to spin rapidly, stay clear of him. Wait until he stops spinning, then launch attacks.

In the Peter Puppy stage, you discover an adorable puppy dog named Peter. Help guide Peter to the end of the level and keep him out of trouble. You cannot harm Peter. Shooting him causes him to lie down and take a quick nap. Hitting him with EJ's whip sends him flying forward. Not only must you defeat all the enemies in this level and overcome the obstacles, you must make sure that Peter follows you and reaches the level's end.

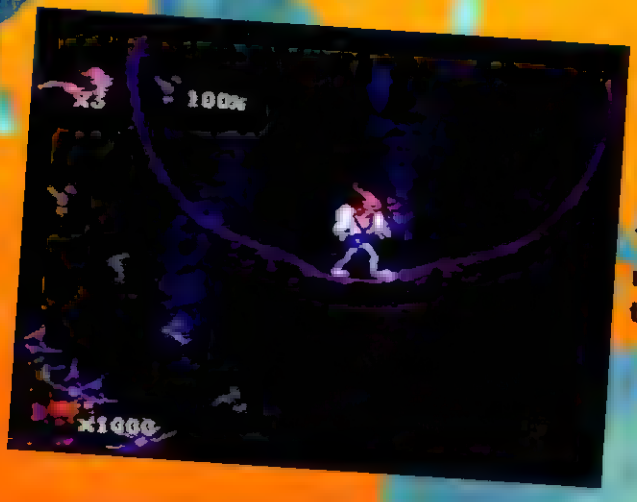




If you mess up and leave Peter behind, or if Peter gets caught in an obstacle, he gets really angry and turns into a giant rabies-infected beast who can fly. When this happens, he lifts EJ into the air and carries him back toward the beginning of the level.



When surrounded by attacking enemies and an obstacle is ahead, shoot at Peter and make him take a nap. This gives you time to defeat the enemies and plan how you and Peter will get past the obstacle ahead. When EJ has to jump, let Peter get slightly ahead, and then make EJ use his whip to send Peter flying forward, which is how Peter crosses ditches and pits. After you determine how to overcome each obstacle, perfect timing is critical to succeed in leading Peter to safety.



The Helicopter Level is a vertical maze of sharp spiked objects that EJ must navigate by using his helicopter head. Keep pressing *C* to activate EJ's helicopter head, and use the *D-Pad* to steer left and right. Try to grab as many Energy Atoms as possible. You travel through some tight areas. Getting through without receiving damage is almost impossible. Several 1-Ups await in this level.



At the start of this level, leap to the right to begin the descent. At the fork, stay to the right. When you see a ledge (on the right) jump up toward it. You discover two 1-Ups. Now, keep dropping downward, using EJ's helicopter head to stay alive.



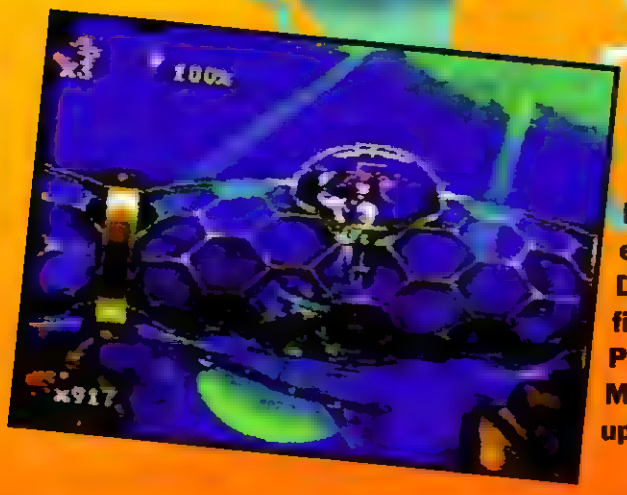
Each time you survive a particularly dangerous series of obstacles, such as the Helicopter level, you see a "Groovy!" message appear onscreen.



In the Professor's Lab, watch for little green monsters—they transform into tiny worms. Keep moving to the right by leaping from pole to pole. When you stand on the fourth pole, use EJ's whip (up and left) to grab onto the hook. EJ now should be able to swing to the right.

In one of the later stages of this adventure, EJ temporarily loses his cyber-netic suit and his special powers. Now, you experience what life is like as a helpless worm with no weapons or defenses. Avoid enemies and obstacles by crouching and outmaneuvering them. When naked, EJ can only crouch, jump or squirm left or right.





Before you reach the final Boss, you have to explore the Underwater Stage. There's also a total Darkness Stage, and other challenges await. The final Boss is the Princess' evil sister, Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed Slug-for-a-Butt. She is so big, she takes up an entire level.

Beating the Queen is the toughest challenge yet, because she's really two Bosses in one. She has a tail and a head. The Queen lays eggs with her tail. These eggs quickly transform into insects. Start by defeating the tail and stop her from laying eggs. Next, proceed up and attack the Queen's head.

There's so much to this game that we've only begun to explore what is in store for gamers. Earthworm Jim is the first video game title released by Playmates Interactive Entertainment. The company also plans to release a complete toy line based on characters in this game, and reports that an animated television series is in the works.

Sonic & Knuckles™: A Preview

Category: ***Action/Adventure***
Cart Size: ***18-Meg***
of Players: ***1 Player***
Controller: ***3-Button Compatible***

He's back! America's favorite cool dude with an attitude is ready for yet another all-new 16-bit adventure. Now, Sonic and Knuckles (who appeared in *Sonic The Hedgehog 3*) are working together to defeat Dr. Ivo Robotnik. Gamers can control either Sonic or Knuckles in this all-new adventure featuring a total of 18 exciting Acts in nine Zones.

Again, The Sonic Development Team created an adventure that offers play and features never seen previously in a video game. The most obvious technological advancement in *Sonic & Knuckles*: this game is "downwardly compatible" with Sonic 2 and 3! You now can place Knuckles in the Zones of Sonic 2 and 3 and experience these best-selling games as Knuckles (who has different powers and abilities than Sonic.)



Of course, Sonic & Knuckles also is a superior stand-alone adventure with new Zones to conquer. Now take a look at some obstacles and Badniks that await you in Sonic & Knuckles.

From this main title screen, choose to control Sonic or Knuckles.



The Mushroom Hill Zone contains, well, mushrooms. Sonic and Knuckles can bounce off of some mushrooms.

To move higher in certain areas, Sonic or Knuckles have to use these mechanical gizmos.





You can use the mushroom-like umbrellas to drop from higher levels. Use the *D-Pad* to control the direction of the drop so Sonic or Knuckles can collect extra Gold Rings.



Using his claws, Knuckles can climb walls. He also can glide through the air for a short distance and smash some barriers to create passage-ways. At first, Sonic and Knuckles are enemies (as in Sonic 3). One goal: win Knuckles' friendship and make him an ally against Dr. Robotnik.

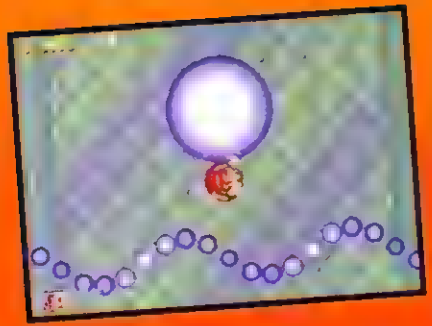


Dr. Robotnik awaits at the end of every Act. He rides in a contraption designed to kill Sonic. As always, locate the weak point of the ship and perform between 6 and 8 successful attacks to defeat him.

When the Doc's giant airship flies overhead, jump up and hitch a ride.



To reach the Bonus Stage, collect Gold Rings and activate a Starpost. If stars appear, have Sonic or Knuckles leap into the Starpost to transport to the Bonus Stage.



The Bonus Stage is a high-tech pinball machine. If Sonic or Knuckles falls below the line of energy spheres at the bottom of the game screen, they transport back to the previous Act.

Virtua Racing™

Category: Sports Simula
Cart Size: [illegible] + Sega
of Players: 1 or 2 Players
Controller: 3-Button or 6-Button

The sensation that was driving video gamers to the arcade is now available on Sega Genesis. Virtua Racing incorporates Sega's new SVP (Sega Virtua Processing) chip to create 3-dimensional polygon graphics that rotate, scale, rotate, and morph in real time to create a fast-paced racing game just like the arcade version. This new chip computes information 20 times faster than Genesis and also introduces the digital sound generated by the gaming system.

Virtua Racing features one or two-player (split-screen) action, three race tracks, and four viewing perspectives. The three modes include Virtua Racing (a one player recreation of the arcade game), Free Run (a practice mode), and Player Vs. Player (for two-player competition).

Drivers can enjoy either a Manual or Automatic [illegible]. Beginners should select an Automatic transmission because it is easier; however, you can [illegible] and have more control with a Manual transmission. No matter which [illegible], maintaining control is as valuable in a race as maintaining a fast speed.

Virtua Racing [illegible] 3-dimensional graphics thanks to the SVP chip; however, because of the added chip, the price of the cart is nearly $100.00. Sega's new Genesis 32X accessory [illegible] has the SVP chip built in. Therefore, the 32-bit Virtua Racing Deluxe game, which offers additional cars, tracks, and new game-play features, costs less than the 16-bit version.

From the Main Menu screen, choose one of the 3 game-play modes, view racing records, or adjust game-play features from the Options sub-menu.





Controlling a vehicle is relatively straightforward, but it takes plenty of practice to be a prizewinning driver.

3-Button Controller

Start	Pauses the game
D-Pad Left/Right	Turn Left or Right
D-Pad Up/Down	Shift transmission Up or Down (manual transmission only)
A	Brake
B	Gas
C	Changes viewing perspective
	Scrolls through each option
Start + A + B + C	Exits the game

6-Button Controller

Start	Pauses the game
D-Pad Left/Right	Turn Left or Right
D-Pad Up/Down	Shift transmission Up or Down (manual transmission)
A	Brake
B	Gas
C	View 2—Slightly behind car
X	View 1—Behind steering wheel
Y	View 3—Farther behind car (slightly elevated)
Z	View 4—Bird's-eye view
Start + A + B + C	Exits the game

The Viewing Perspectives

By pressing a button, you can instantly switch between the 4 viewing perspectives. Each perspective has benefits and drawbacks. A good strategy is to pick a view that you like and then periodically switch views as needed.



View #1: A view from the driver's seat. Your view of the track ahead is limited and you can't see anything that's behind or to the side of you.



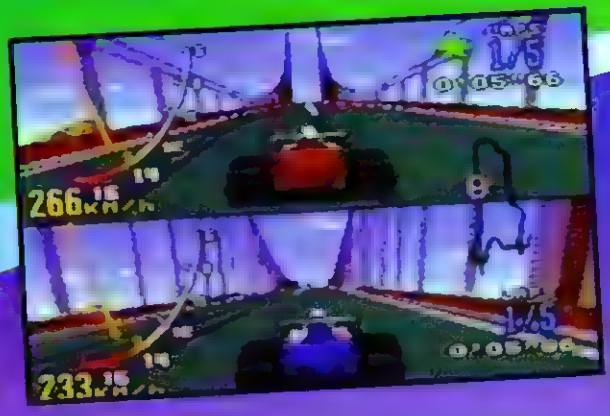
View #3: offers an excellent view from behind (and slightly above). You can see in all directions with this viewing perspective.





View #4: provides a bird's-eye (helicopter) view, but with little detail. The drawback: you lose sight of your car when you pass over a bridge.

The two-player split-screen shows Player #1 on top and Player #2 on the bottom of the screen. Both players can switch between any of the 4 viewing perspectives during a race.



The Tracks





The Medium course, Bay Bridge, is this course is tough and requires additional driving skill. On this course, control over your machine is a very important speed



For the ultimate challenge, drive the Hard course—Acropolis. This track is loaded with

Let The Race Begin!



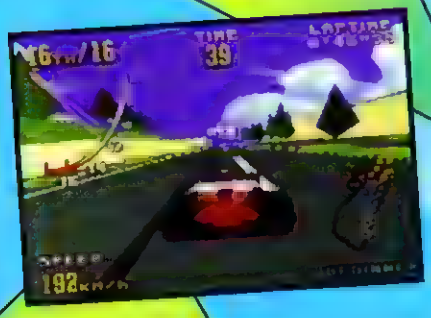
at the start of a race. In this mode you race against 15 cars and against the clock.

Difficulty Level	Time Allowed
Easy Mode	80 Seconds
Medium Mode	75 Second
Hard Mode	65 Seconds

If the time at the lap checkpoint reaches zero before you cross the finish line or a checkpoint, the game is over. To earn more time, cross checkpoints. In Easy and Medium Modes, you earn 15 seconds for crossing the finish line. In Hard Mode, you earn 14 seconds. To shave seconds off lap times, avoid unnecessary swerving or lane changes.



Elements of the Main Game Screen



2 Players Vs. Mode

Racing the Clock

To win the Virtua Racing, you must not only beat the competition, but in Virtua Racing mode, you also must beat the timer. You must pass the checkpoints before the clock expires. After you pass a checkpoint, time is added to the clock to give you more race time. The following table lists the average lap times you would have to complete the race and reach the finish line.

	Big Power	Super Speed	Automatic
Easy	44.0 Seconds	44.0 Seconds	55.2 Seconds
Medium	43.0 Seconds	43.0 Seconds	54.2 Seconds
Hard	41.0 Second	41.0 Seconds	52.2 Seconds

Try Racing Backwards for a Change of Pace





during a turn by releasing the gas pedal momentarily. The computer-controlled cars have mastered the turns, so you can take their lead as you develop your turning strategies.

If a car rams you from behind, you lose control and valuable time. You can hit an opponent and stay in control only if you're directly next to or slightly in front of the car. If you're behind another vehicle and you ram, you spin out.

Unfortunately, without using Game Genie codes, no foolproof strategy exists for winning races. This game requires skill and plenty of practice to master. The more familiar you are with the control of your vehicle and the individual tracks, the better advantage you have in each race. Take advantage of the Free Run game play mode to help you polish your racing skills.

Game Genie Codes

Backwards track mode	C5NA-EA4E
Start with 95 seconds—Easy level	KR6A-F80C
Start with 99 seconds—Hard level	AC6A-EG8E
Timer doesn't count down but lap counter does	AL3A-EA9L
30 seconds added for checkpoints (Easy/Medium level)	D4SA-FA54
30 seconds added for checkpoints (Hard level)	D4SA-FA6E
Accelerate and decelerate faster	0CLT-EAGT
Accelerate and decelerate instantly	ECLT-EAGT
Finish first in every race you complete	ALRT-EA2W

NBA® JAM™

Category: Sports Simulation
Cart Size: 16-Meg
of Players: 1 to 4 Players
Controller: 3-Button

The action, speed, and true NBA two-on-two competition that Midway created for the arcades has become a blockbuster game on Sega Genesis. Fifty-four real-life NBA superstars (two each from the twenty-seven teams) have been faithfully recreated and incorporated into this exciting simulation.

NBA JAM features superior graphics, realistic sound effects, and ultra-fast gaming speed. Plug a 4-Player adapter into your Genesis and up to four players can compete simultaneously.

Each game consists of four quarters that are 3 minutes in length. The action starts with a tip-off, which determines the team that will initially control the ball. After that, the goal is to score and keep scoring!

Controlling the Game

Choose a two-player team, and then control the active player on the screen. Use the *D-Pad* on the 3-button controller to move the active player around the court.

Button	Function
A	Shoot and Block
B	Turbo
C	Pass and Steal



Offensive Controls

These actions are performed when you control the active player on offense.

	[illegible]	[illegible]	Press + Turbo
Shoot/Block *(A)*	Head Fake	Jump Shot	Dunk
Turbo *(B)*	Throw Elbows	Run Faster	Not Used
Pass/Steal *(C)*	Pass	Pass	Super Pass

Defensive Controls

These actions are performed when you control the active player on defense.

	[illegible]	[illegible]	Press + Turbo
Shoot/Block *(A)*	Block	Block	Super Block
Turbo *(B)*	Not Used	Run Faster	Not Used
Pass/Steal *(C)*	Steal	Steal	Shove

When one player scores 3 baskets in a row, he's "On Fire!" During [illegible] that player has unlimited Turbo and improved accuracy and results on all shots. At any given time, only one of the 4 players can be "On Fire!"



The Turbo button [illegible] causes a player to run faster and jump higher. You can use this Power-Up to whiz past opponents or to get into position to block a shot. Each player has a limited amount of Turbo power, which is represented by the Turbo Meter. By quickly pressing the Turbo button several times, a player gives the call [illegible] his elbows, which pushes defenders out of the way and gives a clear shot at the basket.

[illegible] displayed. The stats are based on Speed, 3-Point Shooting Ability, Dunking Ability, and Defense. If you already know who your opponent is, choose a team that has better all-around stats. Two of the most balanced players in NBA JAM are Scottie Pippen (Chicago) and Alonzo Mourning (Charlotte).

If the clock is ticking down and only seconds remain, try shooting the ball from anywhere on the court—you may hit a court-long shot. Don't waste time passing because you don't want to lose control of the ball and risk having the other team score a last-second basket.



Secret Characters

NBA JAM is filled with secret characters that you can control. To play as President Bill Clinton, go to the Enter Initials screen, enter the letters ARK, and press *Start* + *A* (simultaneously).

To play as Vice President Al Gore, enter the initials NET. After entering the third initial, press *Start* + *A* simultaneously.

Who created NBA JAM? To find the answer, enter the initials MJT (Mark J. Turmell) at the Initials screen. Press *Start* + *A*.

Super Slam Dunks & Power-Ups

To perform a super-powered slam dunk, you first need to choose a team. Before tip-off of the game, press *A*, *B*, or *C* 13 times while rotating the *D-Pad*. On the thirteenth button press, hold it down and continue moving the *D-Pad* until tip-off takes place.

Will You Make the Shot?



In this fast-paced game, you can never be sure that a shot will be successful. Here's a tip that gives you the percentage chance that a particular shot will be successful (not including dunks). At Tonight's Match-up, press any button once, and then press and hold *Down* on the D-Pad along with *A* and *B*. The percentage displays in the lower right corner of the screen.

Turbo Boost

For unlimited Turbo, press any button six times and then press and hold *A*, *B*, and *C*.

Juice Mode

To play a high-speed game, press any button 13 times at the Match-up screen. On the thirteenth press, hold down *B* and *C*.

Improved Defense

For better defensive play, at Tonight's Match-up press any button five times. On the fifth press, hold down the button until tip-off.

Fireball

To ensure that your player is "On Fire!" for the entire game, use the code: At Tonight's Match-up, press any button 7 times, then hold down *Up* on the D-Pad along with *B* and *C*.



Dunk Quick Codes

All players have super dunk ability	BWPV-48BW
All players "On Fire!"	BWPV-4A7C
Juice mode	BWRB-4A24
Display shot percentage	BWPV-4A96
Turn on all "Power Tricks"	Enter AA at Initials Screen TBXV-4DC4 + 97XV-4BC6 + RFBB-46X6

Joe Montana Football '94®

Category: Sports Simulation
Cart Size: 16-Meg
of Players: 1-2 Players
Controller: 3 Button Compatible

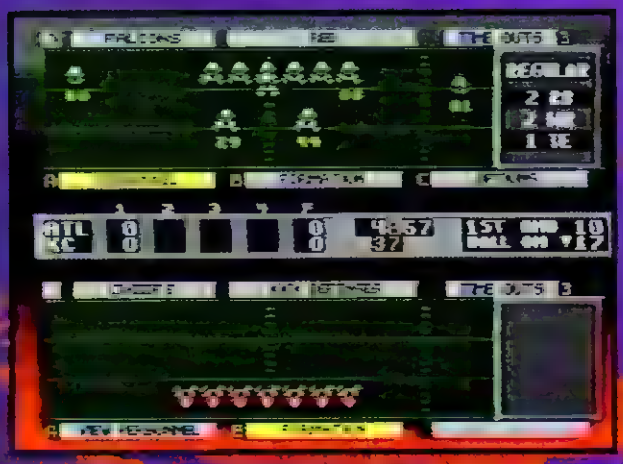
Joe Montana Football '94 contains enough realistic NFL plays, incredible graphics, and bone-crushing hits to keep any football fan coming back for more.

All 28 NFL teams are available—from the Super Bowl champion Dallas Cowboys to the lowly Tampa Bay Buccaneers. Choose to play on natural grass, artificial turf, or in a domed stadium. You even can choose to play in rainy or snowy conditions—there's even play-by-play of each down!

You can adjust the length of the game from the options menu. Next, choose the desired team and site of the ballgame. Now all that's left is the opening kickoff!

OFFENSIVE SKILLS

Successful teams in Joe Montana '94 must be well-balanced offensively and defensively. Offensively, a team must be confident both running and passing the ball.



Good running plays begin from an offensive formation that spreads the field. Choose a formation that spreads two wideouts to opposite sides of the field, or a formation that specifies motion by one of the wideouts, which provides the running back more room to maneuver upfield. This choice also confuses the defense—with two wideouts, will they pass or run? After the back turns the corner, press *C* for a burst of speed, but don't forget to follow your blockers.

If the defense guesses the play correctly, press *C* to call an audible (*C* changes the play at the line of scrimmage) or run the same play but to the opposite side of the field.

On dives or slants up the middle, press *B* to do a 360° spin to avoid oncoming tackles. A 360° spin puts the pressure on the defense to determine which way the player runs after the spin. Avoid pressing *C* on dives or slants until after the RB has cleared the line of scrimmage. If you press *C* before the back clears the line of scrimmage, sometimes the back just bounces back into the backfield and loses yards. A stiff-arm (*A*) also is successful in short yardage situations and goal line downs.



Successful running plays come from running over the tight end or tackle on either side of the line; usually a formation with two wideouts, a tight end, and a fullback. Runs over the tackle usually are good for runs of 3 to 6 yards. Try to run straight up the middle on short yardage downs. Bring in a formation with two tight ends for these plays.



Passing is a difficult part of Joe Montana '94 and may take a while to master. After you select an offensive formation, hike the ball by pressing *A*. The QB then drops back into the pocket. Next, press *B* to position where you want the ball to be thrown (controlled by a cursor on-screen), and from there you must move the receiver to this position. Pressing *A* a second time passes the ball to the marked location on-screen.

The most successful passing plays are mid-range passes over the middle of the field because there's more space with which to work. Try mid-range passes with two wideouts or one wideout and two tight ends.





If the quarterback is under a big rush, roll out to the side of the field of the intended receiver. This move makes the pass easier to complete because the angle of the pass is cut down. Remember that just because you called a passing play, you don't necessarily have to pass the ball. If no one is open, run upfield for a first down.

Don't force a pass. Look over the whole field—if your primary receiver isn't open, press *B* to switch to another receiver. But don't forget that during all of this, the defensive linemen and linebackers are breathing down your throat. Keep your eyes open at all times!

Offensive Skills



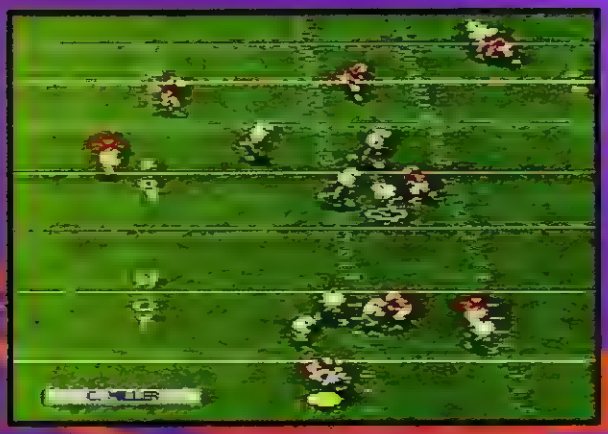
The 4-3 set is a good formation for 1st and 2nd downs (usually running downs). The 4-3 consists of 4 down linemen and 3 linebackers. Choose the inside backer and shoot the gap between the center and right guard to halt an inside play. If you think the play's going outside, choose an outside backer and swing around the tight end or run a stunt with a down lineman (rather than rushing straight ahead, the defensemen switch rushing routes).



The 3-4 (3 down linemen and 4 linebackers) and the nickel (5 defensive backs) package are good passing formations (usually 3rd and long or 2nd and long). Choose an outside backer and attempt an inside rush between the center and guard.

On passing downs, try to collapse the pocket around the quarterback. The pocket is the term used for the circle created by offensive linemen around a quarterback. By pressuring the pocket, the quarterback's vision of the field and access to his receivers is greatly reduced.

When defending a pass, press *C* to knock down the pass. The defensive player raises his arms to attempt to block a pass. Position your defensive player between the quarterback and the intended receiver for a chance at an interception.



Challenge the offense by placing two defensive linemen side by side. This puts the pressure on the offense to stop two rushing linemen with only one offensive lineman, which should open an avenue straight to the quarterback or running back.



The best time to use blitzes is on first and second downs. By all means, avoid a corner or safety blitz on 3rd and long; because of the likelihood of a pass, it leaves the defense a man short in the secondary. Use a linebacker blitz on 3rd down or just run an ordinary 3-4 or 4-3 defensive set to be safe.

Avoid using safeties or cornerbacks when rushing, because if the play is a pass, it's hard to make up lost ground to a receiver who had a head start. It's the same as blitzing a corner or safety on 3rd and long.

THE TEAMS

Each season produces both winning and losing teams. The teams in Joe Montana Football '94 are programmed to resemble the real-life teams in the NFL. For your convenience, here are some of the good, and not so good, teams in this cart game.

Dallas	Aikman, E. Smith
San Francisco	Young, Rice
Buffalo	T. Thomas, Kelly, B. Smith

Tampa Bay
New England

World Series Baseball™

Category: Sports Simulation
Cart Size: 16-Meg
of Players: 1-2 Players
Controller: 3-Button Compatible

World Series Baseball is an exciting cart game that captures the essence of America's favorite pastime. All 28 major league teams are represented, as well as each team's 1993 roster. The teams also are divided into the new division format established by the Major League for this season.

The feature of World Series Baseball revolves around each team's *home park*. The home team's ballpark is recreated and used as a backdrop in each game. This feature adds a touch of realism that a real fan can appreciate.

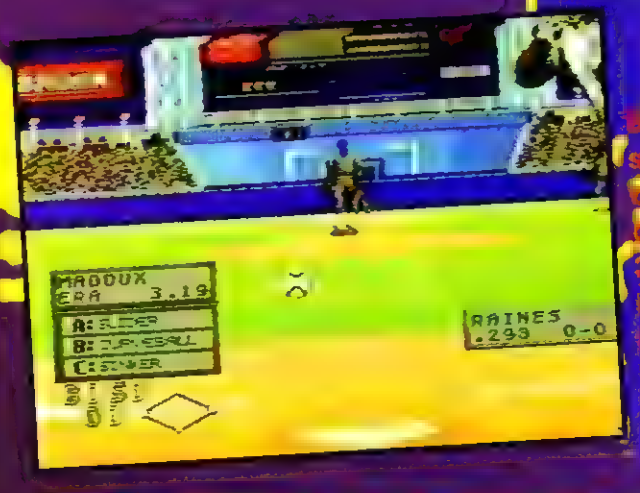
At the Options screen, choose from the following selections: New League, Exhibition, and Home Run Derby. Select an option and choose your favorite team. Now, you can put on the manager's shoes and set up your roster for this game. All that's left is the first pitch of the game. Play ball!

Playing the New League Format

The New League format consists of a 16-game season. All 28 teams' win/loss records are kept, along with each player's current stats (average, home runs, RBIs, slugging percentage, and so on).

Pitching




MADDUX
ERA 3.19
A: SLIDER
B: FASTBALL
C: CHANGE
RAINES
.293 0-0
B 1 S 1
O 1

Batting

Load a starting lineup with a combination of power hitters and speedsters. You need both characteristics to have a high-powered offense.

Hitting in World Series Baseball is basic. Each player has 3 kinds of swings for every pitch—Contact, Normal, or Power. Choose Contact only when a pitcher is at bat; Normal for average and light-hitting players; and Power for the big sluggers. You may consider selecting Normal on o[illegible] when the run hitter is at bat wit[illegible]





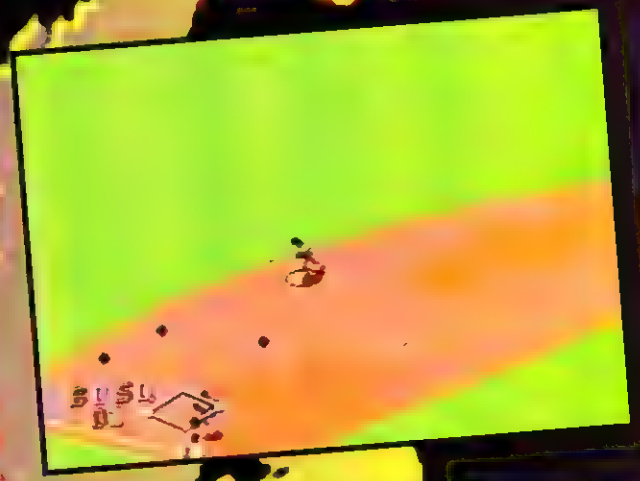
Wait for a pitch to enter the strike zone and press *C* for a swing—that's all there is to hitting. You don't need to adjust the player's swing using the *D-pad*. If the ball is hit in fair territory, the batter runs to first base. After a player reaches base, if you want him to lead off: To lead off, after you select the type of swing press *B* and *Down* on the *D-pad* at the same time.

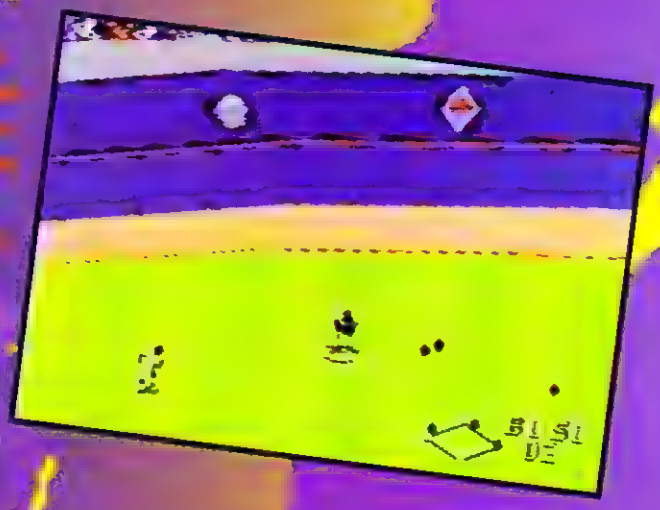
When the situation calls for a bunt, just press *A*.

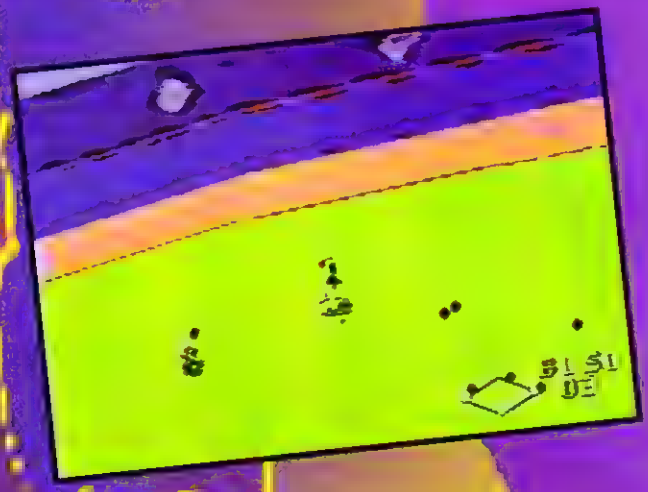
Fielding

[illegible] much [illegible]
[illegible] to the [illegible] so be prepared.

[illegible] ground [illegible] fairly simp[illegible] a [illegible] go[illegible] outfield, a highli[illegible] under t[illegible] nearest th[illegible] maneuver the player to the [illegible] ball. Right-press *R* and the appropriate button on the *D-pad* to throw the ball to the correct base (*Left* = 1st base, *Up* = 2nd base, *Right* = 3rd base and *Down* = home).







Home Run Derby



NHL® Hockey '94™



Category: Sports Simulation
Cart Size: 16-Meg
of Players: 1-4 Players
Controller: 3-Button Compatible

NHL Hockey '94 incorporates the key elements of Electronic Arts' hot-selling cart game. You can change scoring lines, launch powerful one-timers, cross-check opponents and much more. The only thing that's missing from the game is the fighting.

You can choose to play as any team in the NHL, including the many all-star teams. If you play a one-player game against the computer, you can even choose your opponent. You also can choose options that allow you to set Penalties and Line Changes to either On or Off. After the game is set to your specifications, lace up the skates and hit the ice!

Offensive Skills

The ultimate goal of NHL Hockey '94, of course, is to outscore your opponent. This goal may seem straightforward and easy, but it takes a lot of practice to consistently score goals in this game.

One way to score goals is to use what hockey players call a "one-timer." A one-timer actually is a shot taken precisely at the same time a pass is received from a teammate. In NHL '94, this shot is done easily. When your team possesses the puck, send a forward (either LW, RW, or C) toward the opponent's goal (the computer controls the other players). Position the player between the outside of the goalie's crease and the glass. As you approach the top of the crease, press *B* to pass the puck to either of the two forwards filling in the lanes. After the puck is received, quickly press *A* to shoot. The resulting shot is more powerful and accurate than a shot that you take off a breakaway. Because this shot is quicker, the goalie has less time to react.





Another chance to score goals occurs on breakaways (when an offensive player gets behind the last defenseman and is one-on-one with the goalie). Continue to skate directly at the goalie, fake one direction, either left or right, then shoot the puck when your stick is on the shooting side of the goalie. On the initial fake, notice that the goalie slides in this direction. Now is your chance to send the puck into the back of the net. Try this move before you get too close to the crease, and shoot from just outside the crease.

Positioning the players is important in NHL '94. If you control the LW, stay on the left side of the ice and let the computer fill in the remaining forward slots, which makes pulling off one-time shots easier.



Every team has three lines of players to place on the ice at a given time: Sc1 (scoring team 1), Sc2 (scoring team 2), and Ck (a checking line). The two scoring lines comprise players that score more goals than they give up during their ice time. The checking team is just that—players that specialize in playing defense and checking. Use the checking line only when both scoring lines are weak or toward the end of a period to rest a line and to get better checking players in the game.

Defensive Skills

To be successful in NHL '94, you must not only have a high-scoring offense but you also need a dominating defense. A key aspect in a dominating defense is a team's ability to check an opponent. Checking involves the physical contact that two players unleash when attempting to capture the puck, either on offense or defense.

A good crosscheck occurs when a player approaches an opponent in a head-on situation. Using the *D-pad*, move your player in toward an opponent (to intensify the hit, press *C* to pick up a burst of speed). When the two players are about to hit head-on, press *A*. Your player will drive his stick and upper body into the chest of the opponent. If you're lucky, you not only knock down the opponent, but you also gain control of the puck.





Good defensive positioning also is key to a solid defense. When playing defense, don't shield the goalie from the oncoming attackers. The split second it takes to discover where the puck is located is enough time for the puck to sail by the goalie. Also, avoid playing at the side of the goalie. This prevents any lateral movement at the goal. The best defensive position should start above the goalie's crease and should fan out on the left and right sides of the goal area.

Avoid bringing defensemen up on an offensive charge at all costs. [illegible] at the blue line. You run the risk of giving up a breakaway opportunity for your opponent.

Penalties

The penalties option in NHL '94 can be turned On or Off at the option screen. If the game is played with penalties On, use the following tips.





If a penalty is called against the visitors and you have possession of the puck, you have a one man advantage (goalie is pulled for another attacker) [illegible] possession. Skate [illegible] behind the goal net and move around the right or left side. When you [illegible] the line of the crease, pass to an attacking forward.

The Teams

The [illegible] their real-life counterparts. Each team is programmed to resemble the attributes of players on that particular team. Therefore, some teams [illegible] than others. The table to the left lists some of the best and worst teams in NHL '94 (the cart game).

Best Teams	Key Players
Chicago	Roenick, Larmer, Belfour
Los Angeles	Gretzky, Robitaille, Kurri
Detroit	Yzerman, Ciccarelli, Coffey, Federov
Worst Teams	
Ottawa	
San Jose	
Tampa Bay	

MORTAL KOMBAT™

Category: Martial Arts Fighting
Cart Size: 16 Meg
of Players: 1 or 2 Players
Controller: 3-Button

Most serious video gamers consider September 13, 1983 to be a major holiday. That day is remembered as "Mortal Monday," the day Mortal Kombat was released for Sega Genesis, Sega Game Gear, Nintendo Entertainment System, and Nintendo Game Boy. Since then, a Sega CD version of this popular arcade title was released.

Mortal Kombat received huge publicity because of its violent content. Using a special Blood Code on the Genesis and Game Gear, you can experience the graphically depicted blood and brutal gore of each fighter's Fatality move.

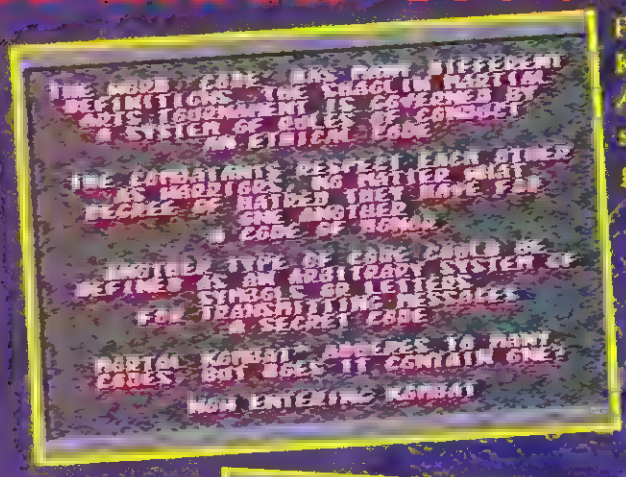
To date, the original Mortal Kombat game has sold over 5 million copies, and Acclaim Entertainment has even higher expectations for Mortal Kombat II. This game is so popular that a live-action movie is in production. There's also a comic book series and even an album available.

Mortal Kombat for Sega Genesis has it all—the bone-crushing moves, the piercing screams, the challenging strategy, and the quest to be the best. To master the game and become the champion of the Shaolin Tournament, you need to learn how to combine moves and how to use a fighter's special weapons to destroy opponents.

Mortal Kombat: the Story

For centuries, the Shaolin Tournament was held to recognize the most noble and highly trained fighters in the world. The winner of the tournament receives the title of Grand Champion. Long ago, this honored competition was corrupted by Shang Tsung, an evil demon with supernatural powers. No one was able to beat Shang Tsung or his evil pupil, Goro—until now!

The Blood Code

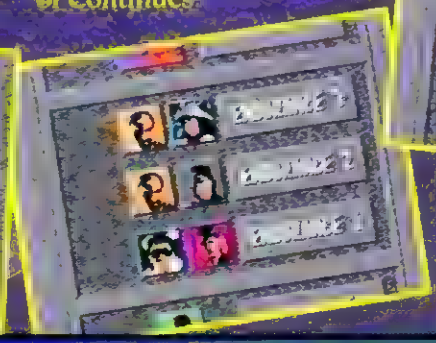


For the Blood Code for the Genesis version of Mortal Kombat, at the Code of Honor screen, press *A*, *B*, *A*, *C*, *A*, *B*, and *B*. The words on-screen turn red. You now see all the blood and gore that made the arcade fighting game a smash.

After the Endurance Matches, you can use the fighting skills you mastered against Goro. You must beat Goro to go face-to-face against Shang Tsung. From Options, choose from 5 skills levels and determine the number of Continues.







Each fighter has an arsenal of Basic Fighting Moves that can be used alone or in groups to create powerful combinations.

High Punch	Back, A
Low Punch	A
High Kick	C
Low Kick	B
Uppercut Punch	Down, A
Block	Away
Sweep Kick	Back, D
Roundhouse Kick	Back, C
Crouch Kick	Down, B
Jump Kick	Up + B (or C)
Throw	Forward + A
Mid-Air Flip	Up + Left or Up + Right
Head Butt	A (at close range)
Knee Kick	B (at close range)

The Mortal Kombatants

Now, meet some of the most skilled martial arts fighters in the world (and in the Outerworld as well). Each fighter has perfected all the Basic Fighting Moves, plus several Special Moves and a Fatality Move used to send an opponent to their death after the "Finish Him/Her" message appears.

Sonya Blade

Square Wave Flight

Forward, Back, A





Ring Toss (Projectile Weapon)

A, Back, A

You can use this move multiple times in a row for maximum damage.

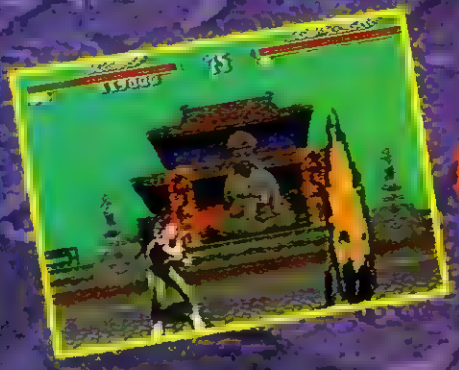
Sonya Blade



Scissor Grab

Down + A + B

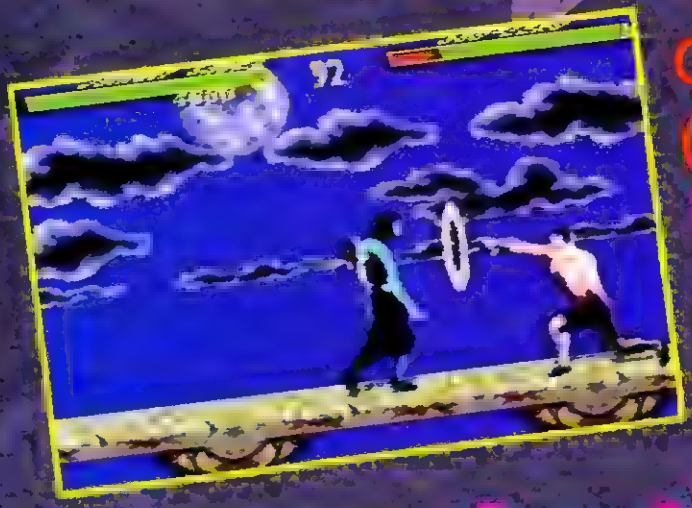
(at the same time)



Blade's Finishing Move (The Kiss of Death)

Forward, Forward, B, B, Start

Johnny Cage

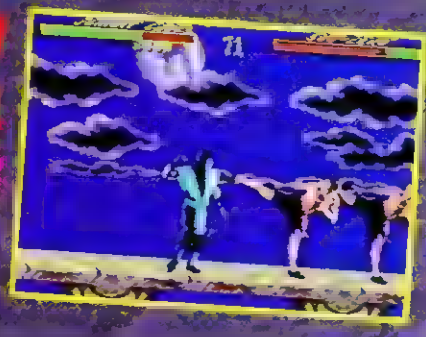


Green Flame (Projectile Weapon)

Back, Forward, A

Shadow Kick

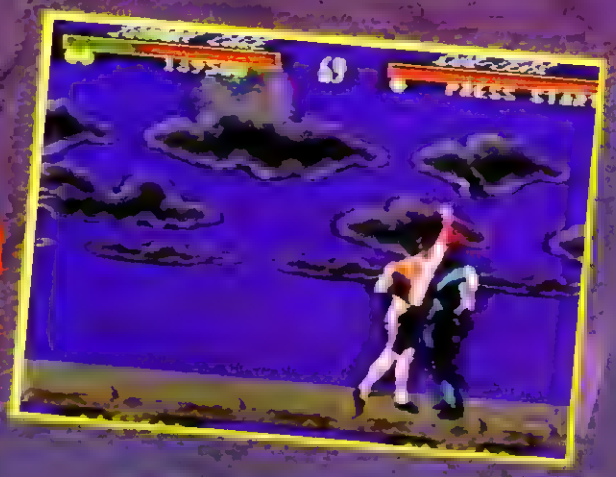
Press Back, Forward, B





Split Punch

Down + 2



Cage's Finishing Move (Decapitation)

Forward, Forward, Forward, A

Kano



Roll Spin

Start by pressing ***Down*** on the D-Pad. Next, use your thumb to make a circular motion on the D-Pad toward Kano's opponent. You also can press the Start button to hover in the air while spinning.



Knife Throw (Projectile Weapon)

Hold Start + Back, Forward



Kano's Finishing Move (This move is heartless!)

Back, Back, A

Rayden



Lightning Throw
Down, Forward, A

Teleport
Down, Up



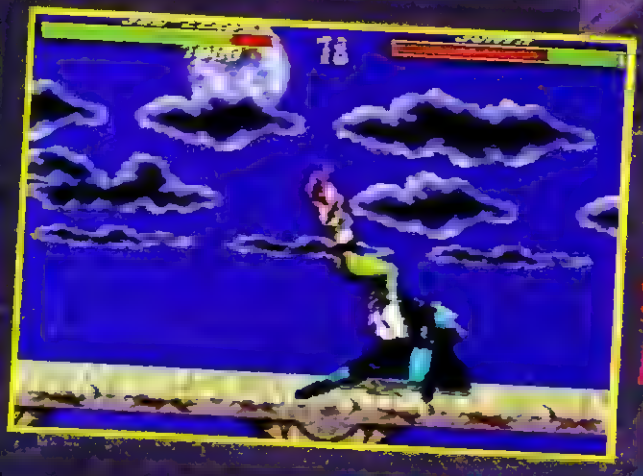


Torpedo (Projectile Weapon)
Back, Back, Forward



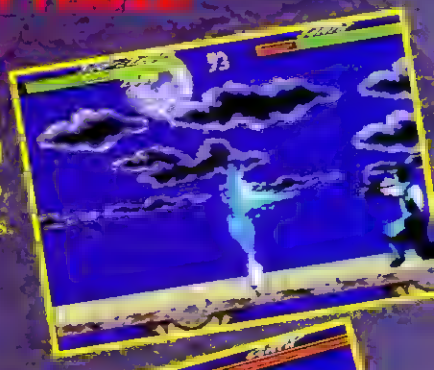
Rayden's Finishing Move (It's Shocking!)
Forward, Back, Back, Back, A

Sub-Zero

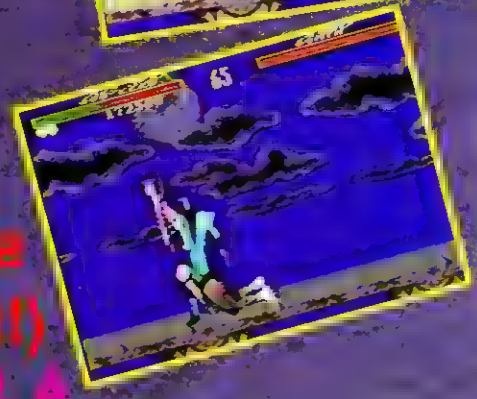


Freeze
Down, Forward, A

Don't get trigger happy and ice an already frozen opponent, or it will backfire and freeze Sub-Zero, leaving him temporarily defenseless.



Slide
Back, B + C



Sub-Zero's Finishing Move (This one's cold hearted!)
Forward, Down, Forward, A

Scorpion



Harpoon Spear (Projectile Weapon)



Back, Back, A

Teleport

Down, Back, A



Scorpion's Finishing Move (Talk about hot-headed... this is ridiculous!)

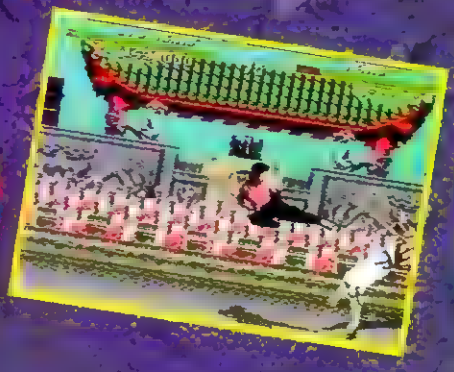
Start Button, Up, Up

Lui Kang



Fireball (Projectile Weapon)

Forward, Forward, A



Flying Kick

Down, Forward, Forward, C



Kang's Finishing Move (Uppercut to the mat)

Press Down on the D-Pad and then make a circular motion (toward the opponent) with your thumb on the pad. If the opponent is to the left, make a counterclockwise circle.

Goro

Goro, a 2000-year-old half-man half-dragon, is in great physical shape. This 7'2", 550-pound creature is big and ugly. Using enormous arms, he can pound and squeeze an opponent at the same time. You need to work hard to defeat Goro. If he launches a successful attack, you lose half your energy, so be careful.

Goro is most vulnerable when knocked to the ground with a kick. As he tries to stand up, blast him repeatedly with your fighter's Special Projectile Weapon. Unfortunately, Goro's weapon is more powerful than yours, so you must avoid it at all cost.



Shang Tsung

After you've beaten all your adversaries and Goro, you face the ultimate battle with Shang Tsung. Don't be fooled by Shang Tsung's old and feeble appearance. He can transform with a mere thought into any of your previous adversaries and use their most powerful weapons and maneuvers. Shang Tsung doesn't just want to beat you in a Match—he wants to tear your body apart and take possession of your soul for all eternity.



Shang Tsung's most powerful weapon is the Fireball, which he launches [illegible]. A direct hit can kill instantly. Whatever you do, don't try to block a Fireball attack!



The best time to attack Shang Tsung is when he takes on another appearance (other than Goro). If you keep up a nonstop attack, he won't be able to change back into himself or alter his shape into the form of Goro. Keep him in the form of Kano, Johnny Cage, Liu Kang, Rayden, Sub-Zero, Scorpion or Sonya Blade, and you have a chance of beating him if you're relentless in your attack.



The Bonus Stages are specially designed to [illegible] your martial arts training. In these stages, you need supreme concentration and perfect timing as you try to smash objects using your bare hands. Nine wood, three steel, two ice, and diamond blocks are set before you to destroy. If you can smash these blocks with a single karate chop, you will be handsomely rewarded with bonus points.

Watch the energy meter at the side of the screen to determine the best time to start the karate chop. You must get the energy meter above the tiny red arrow or you will fail. Keep pressing A followed by C repeatedly to generate the energy that you need.

Cheat Screen Code

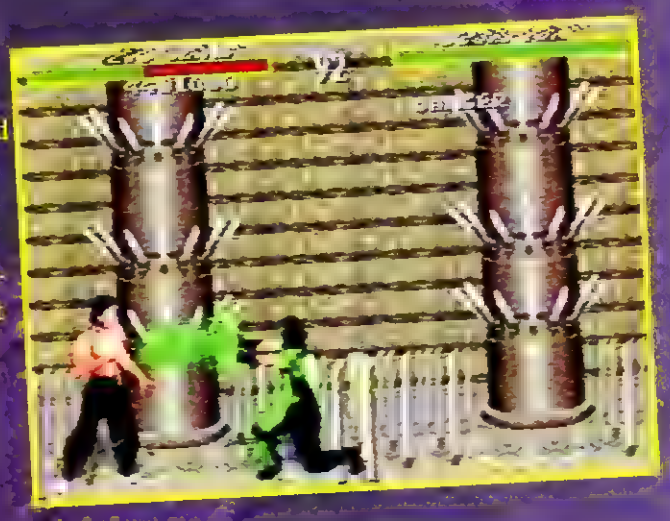
Mortal Kombat has a special Cheat Screen that allows you to do cool things before actually fighting. To access this screen, first go the Game Start/Option Screen and press ***Down***, ***Up***, ***Left***, ***Left***, ***A***, ***Right***, and then ***Down*** (known as the D.U.L.L.A.R.D. code). If you enter the code correctly, the words Cheat Enabled appear as a third menu choice.

Select the Cheat Enabled menu option and you can choose the starting stage, turn on the blood, and generate some incredible effects. To generate the effects, you need to turn the Flags on the Cheat Screen on or off. Here's what each flag does.

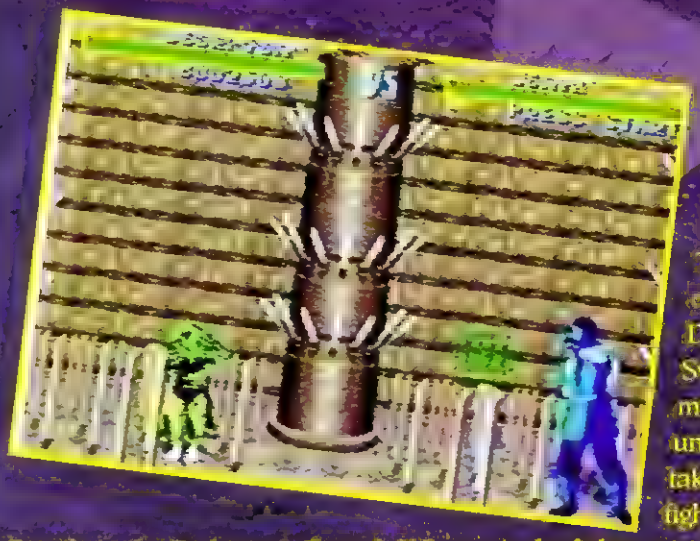
Flag 0	Player One wins a Flawless Victory with one hit
Flag 1	Player Two wins a Flawless Victory with one hit
Flag 2	Enables animations for the Pit Stage
Flag 3	Puts the MK programmer's faces on-screen
Flag 4	Reptile's messages appear between every match
Flag 5	Unlimited Continues
Flag 6	Computer-controlled players perform fatalities
Flag 7	Computer-controlled opponents fight better

Fighting Reptile

Reptile is a mysterious character who pops up periodically, but unless you know exactly what to do, you won't get a chance to fight this green ninja.



Reptile can be found only at the bottom of The Pit and can be reached only in a one-player game. During a regular battle in The Pit, don't use blocking moves. You also must score a Double Flawless Victory and ultimately defeat your opponent using your fighter's Finishing Move at the end of the Match. If you do everything correctly, the tournament is put on hold, and you appear at the bottom of the spiked pit fighting Reptile. If you beat Reptile, you earn 10 million points.



This strategy allows you to fight Reptile, plus you see a special super-powered Sonya character. Use the D.U.L.L.A.R.D. code to access the Cheat Enabled screen. Switch on Flag #2 and Flag #3. Set the Plan Base for 3 and make the first map The Pit. Now, fight in the tournament until you reach the second Endurance Match, which should take place in The Pit (unless you used a Continue). While fighting in The Pit, obtain a Double Flawless Victory and battle Reptile in the Endurance Round. If Sonya is the fighter #2 in the second Endurance Round, the second Reptile is the secret Sonya. This Sonya is a bright green color and has extremely powerful fighting moves. Her Ring Arms reach opponents and her Shadow Punch turns into a Harpoon.

Game Genie Codes

Start on Match with Sheng Tsung	BTDA-CAQZ
Start on Mirror Match	AHDA-CADZ
Start on Endurance Match #1	DADA-CAGZ
Start on Match with Cyrax	DNDA-DADZ
Always get a flawless victory	AKAA-AKXZ
All throws do no damage	AETT-AAAZ
All throws do major damage	DGTT-AAAZ
Blood Code	ADNT-CAEN
Infinite time each round	AKRA-AA7N
Always fight in courtyard	AZJT-DADW
Black background	DJLA-AAZG
Midget characters	DRDA-AAZG
Invisible characters with shadows	ARGA-BBAA
Play as your favorite warriors	AWXA-ACJZ

(First enter this code, and then choose Sub-Zero. To control Ageiros, perform Sub-Zero's slide move.)

Mortal Kombat™ II

Sneak Preview

Here's a sneak preview of the special moves for characters in the MK II Sega Genesis. The cartridge version promises to be a great deal like the MK II Arcade game!



Baraka's Scissor Slice cuts Jax deep.





Shang Tsung's Fire Skulls smoke Reptile.



Press Back + High Punch

Kitana's Fan Swipe takes a slice at Jax.



Rayden's Torpedo attack can cause some serious damage.

Press Back, Back + Punch



Reptile's Force Ball can [illegible] damage to his opponent and knock him onto his back.

Press Back, Back, Back + Low Punch + High Punch

More Codes and Strategies

For all the codes and super strategies for the Sega version, check out our *Official Mortal Kombat II Fighter's Companion*. From BradyGames, this book will be chock-full of secret codes, hidden characters, special moves, and all the fatalities for every MKII character.

Eternal Champions™

Martial Arts Fighting
24-Meg
1 or 2 Players

Superior graphics, large on-screen characters, and instantaneous response to gamers' commands are what make Eternal Champions a winner in the martial arts fighting game category. All nine characters are capable of performing at least 35 individual fighting moves. Combine groups of the single moves, and you have an unlimited arsenal of combo moves at your disposal.

In the cartridge game, gamers choose a character and then battle their way toward obtaining the title of "Eternal Champion." Many die trying to achieve this goal.

The story revolves around the epic battle between good and evil, light and darkness, and hope and despair. The balance between these supernatural forces has been disturbed. To restore all that is unbalanced, a great fighting tournament must take place where there is only one winner.

The cartridge version of Eternal Champions has all the ingredients of an awesome fighting game, but if you want blood, guts, and gore, check out Eternal Champions CD edition (it's even more graphic than Mortal Kombat II). This latest version features four new characters, two hidden characters, three game play speeds, dozens of new moves, plenty of additional features, three kills per character, and 11 fighting styles.



Whether you experience the cart or CD-based version of Eternal Champions, you quickly discover that this game offers more features and game play options than any other popular fighting game.

The warriors in Eternal Champions include the following: Blade, Jetta, Larsen, Midnight, Rax, Shadow, Slash, Trident, and Xavier. Each fighter has unique fighting abilities and hails from a different time period.

Eternal Champions has a special Practice Mode plus the main Competition Mode. After you select the Practice Mode, you can adjust many of the game's features. You can choose the following: opponent; fighting location; time limit for each battle (30, 60, 99 seconds, or infinite time); Match Condition (how many

times a fighter can fall before losing a match); and overall game speed setting. You also can turn on or off the Instant Replay feature, toggle the Inner Strength feature, and choose the skill level of contenders in the practice battle.

In Tournament Mode, you can choose a Round-A-Bout, a series of two-player battles that starts with 9 fighters. Fighters who lose a battle are eliminated. The fighting continues until only the winner remains. The Single Elimination Mode allows between three and 32 players to compete in a series of fights; however, after a fighter loses a Match he or she is disqualified. In a Double Elimination Match, it takes two losses to eliminate a fighter from the tournament.

You can access the Character Information Screens before the tournament begins to learn about strengths, weaknesses, and biographical information of each fighter.

Controlling the Fighting Action

3-Button Controller

Start Button: Toggle Between Command Sets #1 and #2

Button(s)	Set #1: Kicks	Set #2: Punches
A	Snap	Straight
B	Thrust	Lunge
C	Wheel	Swing
D-Pad ***Up***	Jump	Jump
D-Pad ***Down***	Crouch	Crouch
D-Pad ***Left/Right***	Move Left/Right	Move Left/Right
Start + ***A*** + ***B*** + ***C***	Pause Game (**Start** to resume)	

6-Button Controller

Button(s)	Action
Start	Pause/Resume Game
A	Snap Kick
B	Thrust Kick
C	Wheel Kick
X	Straight Punch
Y	Lunge Punch
Z	Swing Punch
D-Pad ***Up***	Jump
D-Pad ***Down***	Crouch
D-Pad ***Left/Right***	Move Left/Right

TIP: **Like all martial arts fighting games, the most powerful moves are combos. By combining the basic moves with each character's Specialty Fighting Moves, you can create an unlimited number of awesome combinations that maximize a character's strength. Experiment by combining two or three moves in a row.**

TIP: If you have trouble getting an opponent to stand still while launching s powerful move, make your opponent dizzy. You now should have a few extra seconds to launch a new move or combo and cause serious damage.

TIP: A good way to learn how to control a specific fighter: set the computer as that character and fight against him or her. Now, watch carefully and see how the computer-controlled opponent fights. When controlling the character in the future, adapt the computer's strategy.

The Main Fighting Screen shows the location of the battle and vital information about each fighter, including the fighter's Inner Strength Orb (upper left corner), the fighter's Life/Energy Bar (player #1—upper left/player #2—upper right), and the Timer (upper center).

The Inner Strength Orb graphically depicts the strength each character has left. When this orb is full, the fighter can execute special fighting moves. The Inner Strength Orb can be recharged during a battle. The Life/Energy Bar also measures a fighter's energy. Each time a fighter receives an attack, the energy bar diminishes slightly and can't be recharged. When the energy bar is empty, the fighter loses the Match—and their life!

TIP: Learn how to use Taunts to counteract an opponent's special moves.

All matches take place in the Battle Room. Besides dealing with an opponent, contestants must contend with obstacles and deadly weapons. There are 15 projectile weapons in the Battle Room with which fighters may encounter.

The Eternal Champion Warriors

Jonathan Blade—Bounty Hunter

2030 A.D., Fighting Style: Kenpo
Ratings (5 = Maximum):

Speed:	**
Endurance:	****
Power:	*****
Recovery:	***
Defense:	***
Equilibrium:	****



Blade's Specialty Fighting Moves

Stun Beam	***Back*** (.5 second), ***Forward*** + Swing (***Z***)
Personal Shield	Straight (***X***) + Lunge (***Y***) + Swing (***Z***)
Tracking Blade	***Back*** (.5 second), ***Forward*** + Straight (***X***) + Lunge (***Y***)
[illegible]	[illegible]
[illegible]	Snap (***A***) + Thrust (***B***)
[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	Press: Snap (***A***) + Wheel (***C***)
[illegible]	Press: ***Back*** (.5 second), ***Forward*** + Wheel (***C***)
Insult	Press: Straight (***X***) + Swing (***Z***)

Jetta Maxx—Circus Acrobat

1899 A.D., Fighting Style: Savate & Pencak Silat

Ratings:

Speed:	*****
Endurance:	**
Power:	****
Recovery:	***
Defense:	****
Equilibrium:	***



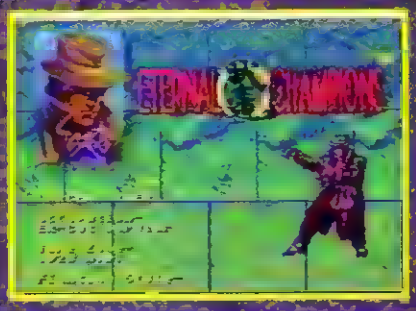


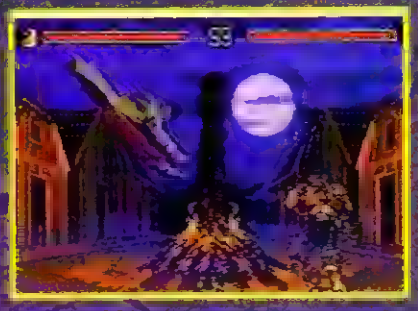
Jetta's Specialty Fighting Moves

Flying Choke Hold	***Back*** (.5 second), ***Forward*** + Swing (***Z***)
Phase	Hold: Straight (***X***) + Lunge (***Y***) + Swing (***Z***) for 1 second, then release
Resonate	Snap (***A***) + Wheel (***C***) for .5 second while Phased
Ricochet Left	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
Death Drop	Press: Down (1 second), Up + Lunge (***Y***)
Death Disc	Press: Wheel (***C***)
[illegible]	Press: Snap (***A***) + Thrust (***B***)
[illegible]	Press: Thrust (***B***) + Wheel (***C***)
Insult	Press: Straight (***X***) + Swing (***Z***)

TIP: **Jetta's Phase is powerful. Use it often and incorporate a hit-and-run fighting style.**

Larcen Tyler—Ex-Cat Burglar





1920 A.D., Fighting Style: Kung Fu
Ratings:

Speed:	***
Endurance:	****
Power:	****
Recovery:	****
Defense:	****
Equilibrium:	**

Larcen's Specialty Fighting Moves

Ceiling Crawl	***Down*** (1 second), ***Up*** + Wheel (***C***)
Ceiling Drop	***Down*** + Lunge (***Y***) or Swing (***Z***)
Air Sweep	Snap (***A***) + Wheel (***C***)
Long Distance Swing	[illegible] + Forward + Swing (***Z***)
[illegible]	Hold: Snap (***A***) + [illegible] (***B***) + Wheel (***C***), for 3 seconds, then release
[illegible]	Hold: Back and press Straight (***X***) before projectile weapon hits you
Sai Throw	***Back*** (.5 second), ***Forward*** + Lunge (***Y***)
Swinging Hammer Fist	Straight (***X***) + Lunge (***Y***) + Swing (***Z***)
Insult	Straight (***X***) + Swing (***Z***)

Mitchell Middleton (a.k.a. Midknight)—Blacksmith

1967 A.D., Fighting Style: Jeet Kune Do
Ratings:

Speed:	*****
Endurance:	***
Power:	****
Recovery:	**
Defense:	****
Equilibrium:	***



Midknight's Specialty Fighting Moves

Life Drain	***Forward*** + Straight (***X***) + Lunge (***Y***) + Swing (***Z***)
[illegible]	[illegible]
[illegible]	[illegible]
Dispel	Snap (***A***) + [illegible] (***B***) + Wheel (***C***)
Mist Attack	Snap (***A***) + Wheel (***C***)
Flying Wall Smash	***Back*** (.5 second), ***Forward*** + Swing (***Z***)
[illegible]	[illegible]
Insult	Straight (***X***) + Swing (***Z***)

TIP:

Midknight is a superior close-in fighter.

Rax Coswell—Cyber Fighter

2345 A.D., Fighting Style: Muay Thai Kickboxing
Ratings:

Speed	★★★
Endurance	★★★★★
Power	★★★★
Recovery	★★★
Defense	★★
Equilibrium	★★★★





Rax's Specialty Fighting Moves

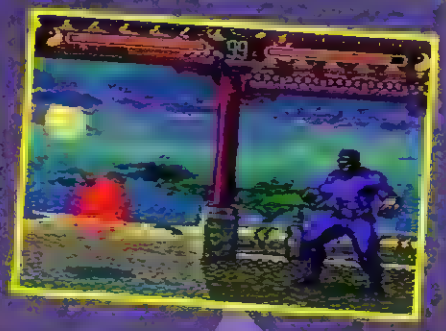
Lock & Load	Snap (*A*) + Thrust (*B*)
Air Jets	*Down* (.5 second), *Up* + Thrust (*B*)
Cyber Punch	Straight (*X*) + Lunge (*Y*) + Swing (*Z*)
Cyber Kick	Snap (*A*) + Thrust (*B*) + Wheel (*C*)
Jet Knee Smash	*Back* (.5 second), *Forward* + Wheel (*C*)
Overload	Snap (*A*) + Wheel (*C*)
Turbine	*Back* (.5 second), *Forward* + Snap (*A*)
Insult	Straight (*X*) + Swing (*Z*)

TIP: Rax is a great offensive fighter; use his strength to launch, not defend against, attacks. Combos that use the Jet Knee Smash almost always work well.

Shadow—Professional Assassin

1993 A.D., Fighting Style: Taijutsu/Ninjitsu
Ratings:

Speed	★★★★
Endurance	★★★
Power	★★★
Recovery	★★
Defense	★★★★
Equilibrium	★★★★





Shadow's Specialty Fighting Moves

Shadow Mode	Hold: Snap (*A*) + Thrust (*B*) + Wheel (*C*) for 3 seconds.
Twirling Fan (1 Twirl)	***Back*** (.5 second), ***Forward*** + Snap (*A*)
Twirling Fan (2 Twirls)	***Back*** (.5 second), ***Forward*** + Thrust (*B*)
Twirling Fan (3 Twirls)	***Back*** (.5 second), ***Forward*** + Wheel (*C*)
High Angle Kick	***Down*** (.5 second), ***Up*** + Thrust (*B*)
Smoke Screens	Straight (*X*) + Lunge (*Y*) + Swing (*Z*) and add one of the following:

Snap (*A*) + Thrust (*B*) = Warp Left Corner

Thrust (*B*) + Wheel (*C*) = Warp Right Corner

Straight (*X*) + Lunge (*Y*) + Swing (*Z*) = Warp Left Center

Ninja Weapons

Slow Shuriken	***Back*** (.5 second), ***Forward*** + Straight (*X*)
Fast Shuriken	***Back*** (.5 second), ***Forward*** + Lunge (*Y*)
Slow Knife	***Back*** (.5 second), ***Up/Forward*** (diagonal) + Straight (*X*)
Fast Knife	***Back*** (.5 second), ***Up/Forward*** (diagonal) + Lunge (*Y*)
Slow Smoke Bomb	***Back*** (.5 second), ***Down/Forward*** (diagonal) + Straight (*X*)
Fast Smoke Bomb	***Back*** (.5 second), ***Down/Forward*** (diagonal) + Lunge (*Y*)
Flying Mine	***Back*** (.5 second), ***Forward*** + Swing (*Z*)

Flying Step Tobi Ashi

Short Slide	Snap (*A*) + Thrust (*B*)
Medium Slide	Thrust (*B*) + Wheel (*C*)
Super Slide	Snap (*A*) + Wheel (*C*)
Insult	Straight (*X*) + Swing (*Z*)

TIP: **Use Shadow's Shadow Mode to begin a Match.**

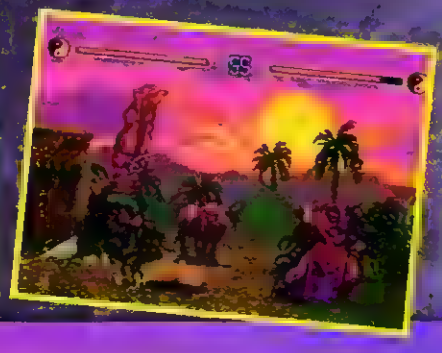
Slash—Prehistoric Cave Dude (Hunter)

50,000 B.C., Fighting Style: The Club

Ratings:

Speed:	***
Endurance:	****
Power:	*****
Recovery:	****
Defense:	**
Equilibrium:	***





Slash's Specialty Fighting Moves

Massive Club Swing	Straight (*X*) + Lunge (*Y*) + Swing (*Z*)
[illegible]	[illegible]
Kick	
[illegible]	*Back* (.5 second), *Forward* + Swing (*Z*)
Power Thud Club Swing	Lunge (*Y*) + Swing (*Z*)
Spinal Crush	*Forward* + Lunge (*Y*)
Running Head Butt	*Back* (.5 second), *Forward* + Wheel (*C*)
[illegible]	[illegible] + Lunge (*Y*)
Insult	Straight (*X*) + Swing (*Z*)

TIP: **If Slash is cornered, use a Running Head Butt to knock over an opponent and get out of a tight situation.**

Trident—Gladiator

110 B.C., Fighting Style: Capoeria

Ratings:

Speed:	****
Endurance:	**
Power:	****
Recovery:	***
Defense:	***
Equilibrium:	*****





Trident's Specialty Fighting Moves

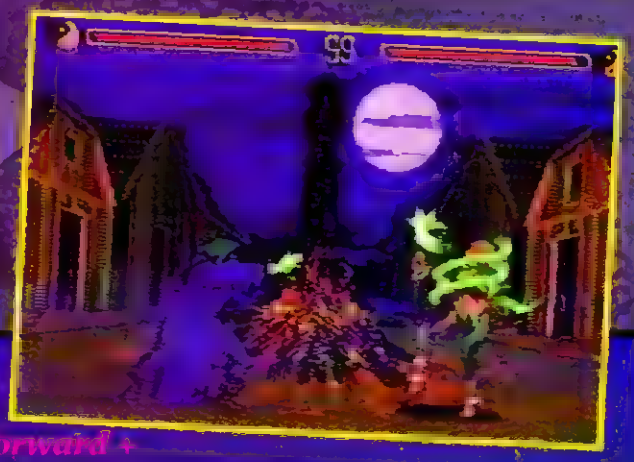
Depth Charge Field	Straight (*X*) + Lunge (*Y*)
[illegible]	[illegible]
Bio Stun Field	Snap (*A*) + Thrust (*B*)
Repulser Field	Thrust (*B*) + Wheel (*C*)
[illegible]	[illegible]
[illegible]	[illegible]
Trident	
Plasma Bolt	*Back* (.5 second), *Forward* + Swing (*Z*)
Liquid Mode	Snap (*A*) + Thrust (*B*) + Wheel (*C*)
Insult	Straight (*X*) + Swing (*Z*)

TIP: Try this cool combo! First, throw a Plasma Bolt, and then move in close to your opponent and use a Spinning Trident. This makes your opponent dizzy. When you collect enough Inner Strength, use the Spinning Trident again to re-dizzy your opponent. Complete this combo by using a Throw to toss your enemy.

Xavier Pendragon—Warlock



1692 A.D., Fighting Style: Hapkido Cane Fighting
Ratings:
Speed: ***
Endurance: ***
Power: ****
Recovery: **
Defense: *****
Equilibrium: ****



Xavier's Specialty Fighting Moves

Dragon Trap	***Back*** (.5 second), ***Forward*** + Swing (***Z***)
Snap Back	***Back*** (.5 second), ***Forward*** + Straight (***X***)
Identity Change	Straight (***X***) + Lunge (***Y***) + Swing (***Z***)
[illegible]	[illegible]
[illegible]	[illegible]
Swap Spell	Straight (***X***) + Lunge (***Y***)
Confusion Spell	Snap (***A***) + Wheel (***C***)
Insult	Straight (***X***) + Swing (***Z***)

Game Genie Codes

Infinit ww's ou inner strength	ACNT-LAED
Inner Strength restored quickly	RGZT-LGKA
Shadow's Snap (when close) does more damage	AW5A-PAPR
Lareen's Snap (at a distance) does more damage	AWDT-PANE
Midknight's Snap (at a distance) does more damage	AT8T-PANJ
Slash's Snap (when close) does more damage	AVJT-PAMG
Xavier's Thrust (when close) does more damage	AY4A-PAPW
Indem's Thrust (at a distance) does more damage	AZKA-PAJB
Jetta's Thrust (when close) does more damage	FYKT-PAJ0
Blade's Swing (at a distance) does more damage	ANEA-PAJB
Rax's Wheel (when close) does more damage	DZZT-PAR2

SUPER STREET FIGHTER II™

Category: Martial Arts Fighting
Cart Size: 40 Meg
of Players: 1 or 2 Player
Controllers: 3 Button or 6 Button Compatible

Prepare for the most intense Street Fighter II game yet. With 5 game-play speeds, 16 warriors, 5 game-play modes and dozens of new features packed into this huge 40-meg cart you experience the fighting action almost exactly as you saw in the arcades. If you mastered Street Fighter II: Special Champion Edition, you're on your way to becoming an awesome Super Street Fighter II gamer, but now you must master all the new moves and get used to the improved graphics and faster fighting speeds.



No matter which game play mode you experience, Super Street Fighter II offers nonstop fighting action for one or two players.



Super Street Fighter II has five unique game play modes.

Super Battle—

Versus—

Group—

Tournament—

Time Challenge or **Score Challenge**—

Controlling the Action: Basic Fighting Moves



3-Button Controller

Button	SET #1	SET #2
A	Light (Jab) Punch	Light (Short) Kick
B	Medium (Strong) Punch	Medium (Forward) Kick
C	Hard (Fierce) Punch	Hard (Roundhouse) Kick
Start	Switch between Set #1 and Set #2 Controls	

6-Button Controller

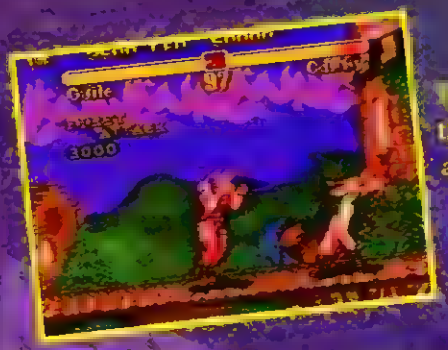
Button	Result
A	Light (Short) Kick
B	Medium (Forward) Kick
C	Hard (Roundhouse) Kick
X	Light (Jab) Punch
Y	Medium (Strong) Punch
Z	Hard (Fierce) Punch





The trick to becoming a superior warrior is to master the use of Combo moves. A combo can be created using two or more Basic Fighting moves and/or Specialty Fighting Moves.

D-Pad Commands (Player 1 or 2 Human Controller)	
Up	Jump
Down	Crouch Down
Forward	Move Forward
Back	Back Defense
Forward + Up	Forward Flip
Forward + Down	Offensive Crouch
Back + Up	Backward Flip
Back + Down	Defensive Crouch



To earn a quick 3,000 point bonus, be the first fighter to launch a successful attack at the start of a Round.

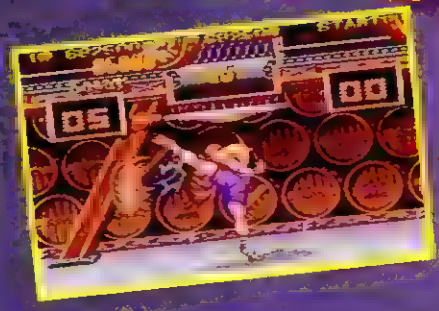


If you can land a combo without sustaining damage (your energy meter remains at the top of the screen), you earn extra points.

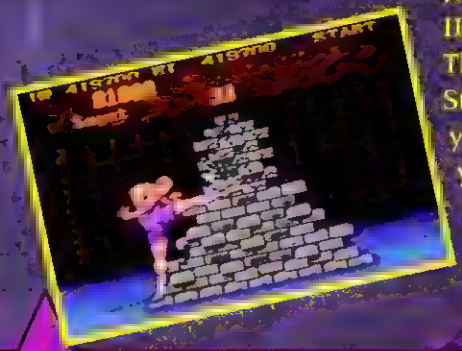


Performing a successful Two-Hit Combo or a Three-Hit Combo also earns you points. You also can earn bonus points for recovering from dizziness and launching a successful attack against an adversary.



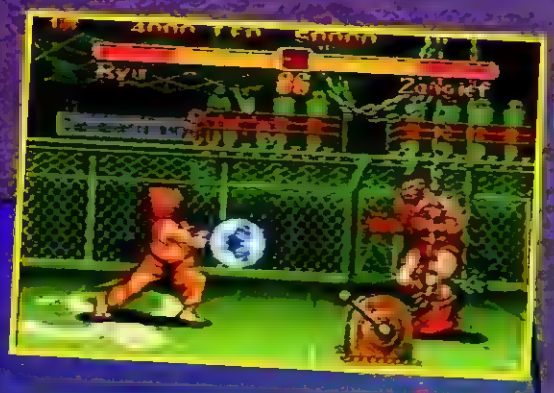


Just like the arcade game, Super Street Fighter II for the Genesis has several Bonus Stages—The Brick Wall, The Barrel Stage, and the Car Stage. Using Punches, Kicks, and other moves, you can earn Bonus Points if you accomplish your goal within the time limit. In these Bonus Rounds, the best strategy is to decide on a move and target area and then attack the area until you cause serious destruction. When you're ready to move on, choose another target area and then start the attacks again.



After you make an opponent Dizzy, tiny stars float around their heads. When this happens, move in with your strongest fighting moves. A Dizzy opponent is very weak.





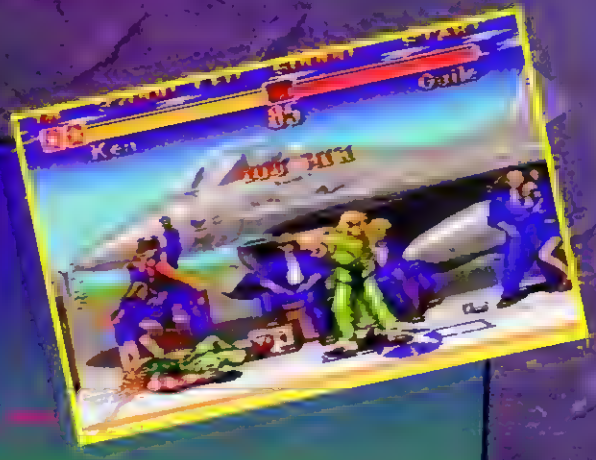
Meet the Super SFII Warriors

Ryu

Height: 5'10"—Weight: 150 Pounds

Specialty Fighting Moves:

Fireball	In one swift move, **Down**, **Down + Forward**, **Forward**, any Punch button.
Hurricane Fireball	In one swift move, **Back**, **Back + Down**, **Down + Forward**, **Forward**, any Punch button.
Dragon Punch	In one swift move, **Forward**, **Down**, **Down + Forward**, any Punch button.
Hurricane Kick	In one swift move, **Down**, **Down + Back**, **Back**, any Kick button. To perform a Hurricane Kick in mid-air, start by pressing **Up** (Jump) on the D-Pad.



Ken

Height: 5'10"—Weight: 169 Pounds

Specialty Fighting Moves

Fireball	In one quick move, **Down**, **Down + Forward**, **Forward**, any Punch button.
Dragon Punch	In one quick move, **Forward**, **Down**, **Down + Forward**, any Punch button.
Hurricane Kick	In one quick move, press **Down**, **Down + Back**, **Back**, any Kick button. To perform this move while in mid-air, start by pressing **Up** (Jump) on the D-Pad.

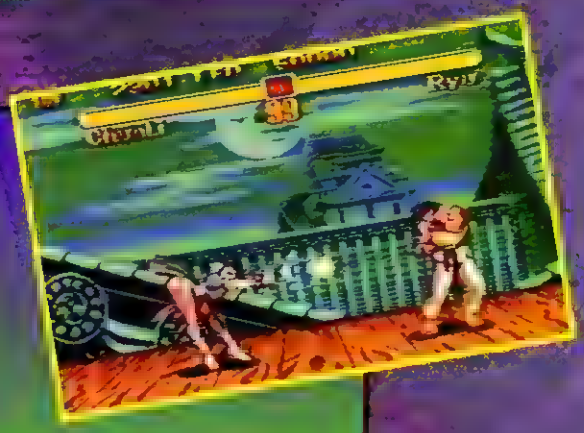


Fei Long

Height: 5'8"—132 Pounds

Specialty Fighting Moves:

Rising Dragon Kick — In one quick motion, *Duck*, [illegible] any Kick button.

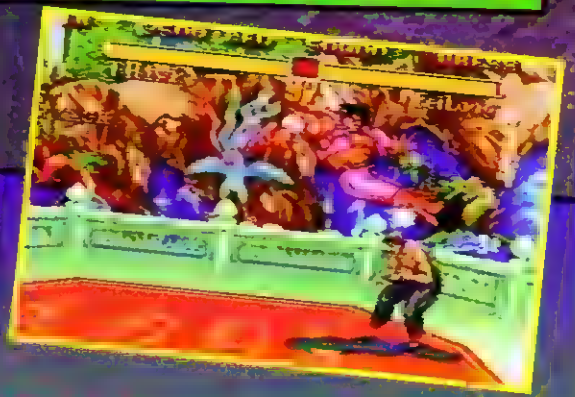


Chun Li

Height: 5'8"—Weight: (A Lady Doesn't Reveal This Info)

Specialty Fighting Moves:

Punch — [illegible] any Punch button.



Thunder Hawk

Height: 7'7"—357 Pounds

Specialty Fighting Moves:

The Flash — [illegible] *Forward*, and any Punch button.

The Flash Hammer — [illegible] any Punch button.

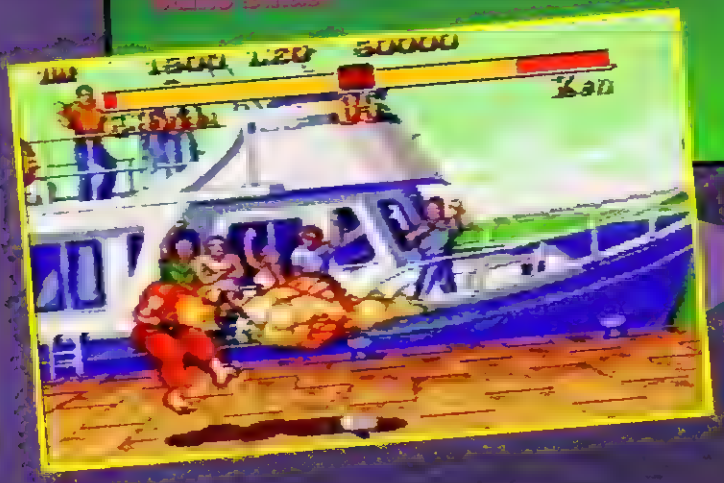
Edmond Honda

Height: 6'2"—Weight: 304 Pounds

Specialty Fighting Moves:

Hundred Hand Slap

Sumo Smash



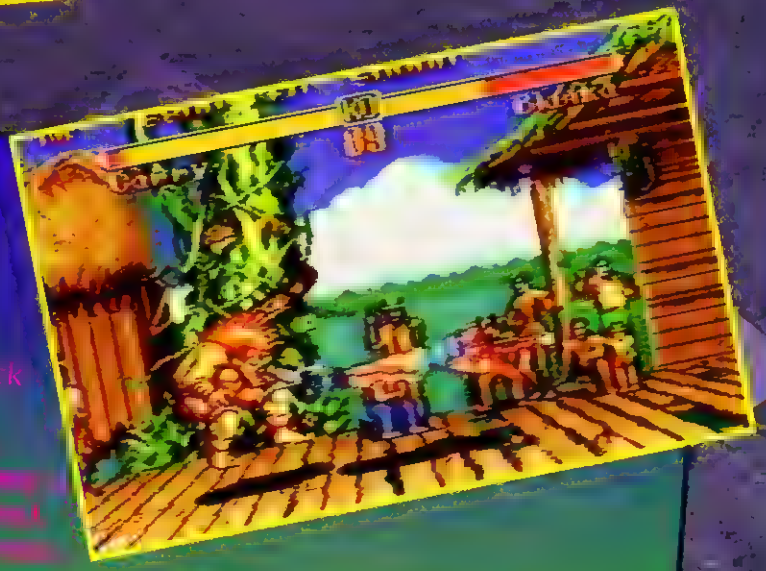
Cammy

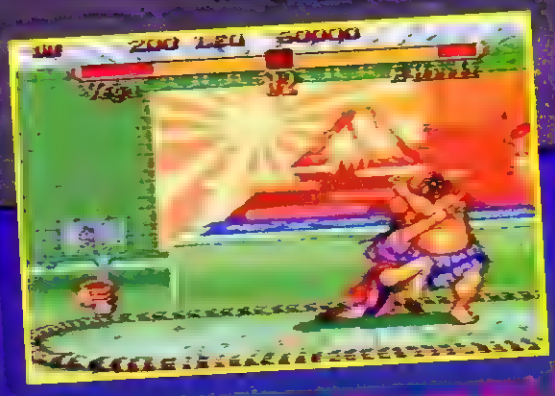
Height: 5'5"—Weight: 101 Pounds

Specialty Fighting Moves:

Front Kick

Spinning Knuckle





Vega

Height: 6'0"—Weight: 208 Pounds

Specialty Fighting Moves:

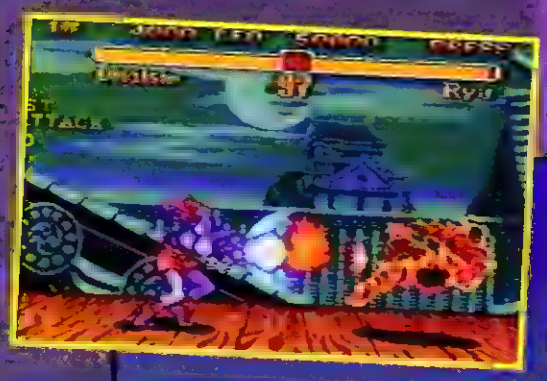
Claw Dive

Press and hold **Down** (2 Seconds), [illegible] tion (can be performed in mid-air by starting with a jump).

[illegible]

Double Back Flip

Press all three Punch buttons.



Dhalsim

Height: 5'10"—Weight: 107 Pounds

Specialty Fighting Moves:

[illegible]

Yoga Teleport

three Punch buttons (or ***Forward***, ***Down***, ***Forward*** + ***Down***, all three Punch buttons).



Guile

Height: 6'1"—Weight: 191 Pounds

Specialty Fighting Moves

Sonic Boom — Press and hold *Back* (2 Seconds), *Forward* + any Punch button.

Flash Kick — Press and hold *Down* (2 Seconds), *Up* + any Kick button.

Dee Jay

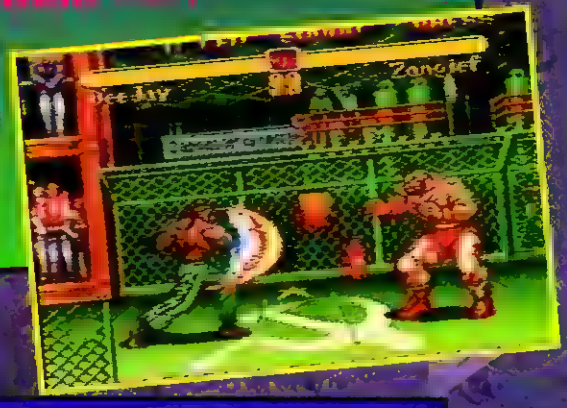
Height: 6' 0"—Weight: 205 Pounds

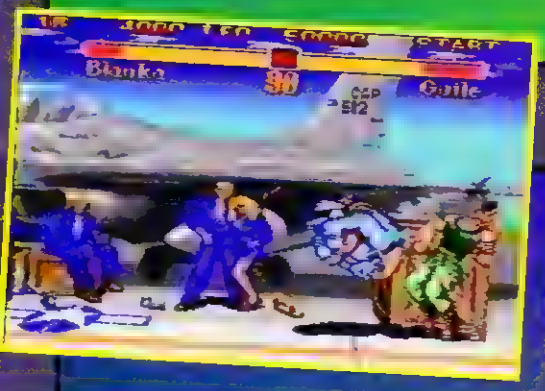
Specialty Fighting Moves:

Hyper Fish — Press: *Down* (2 Seconds), *Up* + any Punch button.

Max Out — Press: *Back* (2 Seconds), *Forward* + any Punch button (repeatedly).

Double Spread Kick — Press: *Back* (2 Seconds), *Forward* + any Kick button.





Blanka

Height: 6'5"—Weight: 218 Pounds

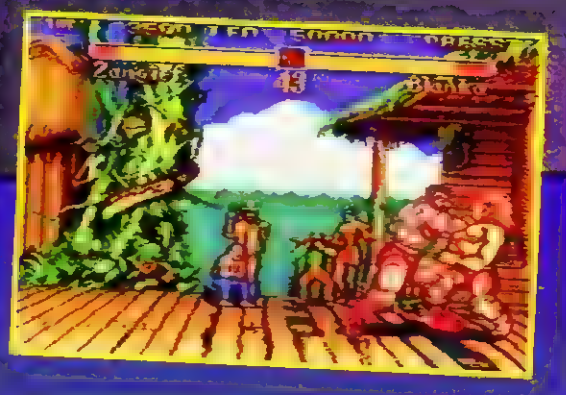
Specialty Fighting Moves:

Electricity — Press any Punch button repeatedly.

Rolling Attack — Press and hold *Back* (2 Seconds), *Forward* + any Punch button.

Vertical Ball Attack — Press and hold *Down* (2 Seconds), *Up* + any Kick button.

Beast Leap — Press and hold *Back* (2 Seconds), *Forward* + any Kick button.



Zangief

Height: 7'0"—Weight: 256 Pounds

Specialty Fighting Moves:

Spinning Clothesline	Keep pressing any 2 Punch buttons.
Double Spinning Lariat	Keep pressing any 2 Kick buttons.
Spinning Pile Driver	Rotate 360 degrees on the *D-Pad*, press any Punch button.
Siberian Suplex	Rotate 360 degrees on the *D-Pad* and press any Kick button.
Siberian Bear Crusher	When back from an opponent, rotate 360 degrees on the *D-Pad* and press any Punch button.



Balrog

Height: 6'5"—Weight: 252 Pounds

Specialty Fighting Moves:

Turn Punch	Press and hold all 3 Punch buttons or all 3 Kick buttons for 2 seconds, then release the buttons.
Final Punch	Press and hold all 3 Punch buttons or all 3 Kick buttons. The longer you hold down these buttons, the more powerful the move becomes.
Shoulder Butt	Press and hold *Down* (2 Seconds), *Up* + any Punch button.
Dash Punch	Press and hold *Back* (2 Seconds), *Forward* + any Punch or Kick button. (With the Punch button, Balrog executes a Straight Punch. The Kick button allows Balrog to perform an Uppercut Punch.)

Sagat

Height: 7'4"—Height: 282 Pounds

Specialty Fighting Moves:

Tiger Uppercut	Press: ***Forward***, ***Down***, ***Down + Forward***, any Punch button.
Tiger Knee	Press: ***Down***, ***Down + Forward***, ***Up + Forward***, any Kick button.
Tiger Shot	Press: ***Down***, ***Down + Forward***, ***Forward***, any Punch or Kick button. (A Punch button launches a Tiger Shot aimed High. The Kick button launches a Tiger Shot aimed Low.)

M. Bison

Height: 5'11"—Weight: 254 Pounds

Specialty Fighting Moves:

Psycho Crusher	Press and hold ***Back*** (2 Seconds), ***Forward*** + any Punch button.
Scissor Kick	Press and hold ***Back*** (2 Seconds), ***Forward*** + any Kick button.
Head Stomp	Press and hold ***Down*** (2 Seconds), ***Up*** + any Kick button.
Flying Punch Fist	Press and hold ***Down*** (2 Seconds), ***Up*** + any Punch button.

DOUBLE DRAGON V: THE SHADOW FALLS

Category: Martial Arts Fighting
Cart Size: 24 Meg
of Players: 1 or 2 Players
Controller: 3-Button or 6-Button Compatible

The original DOUBLE DRAGON game was among the first popular martial arts arcade fighting games. This latest version offers dozens of great gaming features and detailed graphics. Realistic sound effects make this exciting tournament-style fighting game a challenge.

DOUBLE DRAGON V: THE SHADOW FALLS features four fighting modes, 12 characters, 12 fighting locations, dozens of secret moves, and other special features. Don't, however, expect the graphics to rival MORTAL KOMBAT I or II: the on-screen characters here are computer-generated and more cartoon-like. Although a martial arts game, the fight options and overall play differ greatly from Mortal Kombat or Street Fighter II games.





Just after the main title screen, you see this Mode Select Screen. Choose the game play mode you want to experience:

- **Tournament**—One player chooses a character and then fights all the opponents at their respective locations. A fighter can go to the next battle only by defeating each adversary along the way.
- **Vs. Battle**—Two players choose characters and then go head-to-head in a non-stop battle to the death.
- **Quest Mode**—A second one-player mode controls either Billy or Jimmy (or as one of eight villains) and then fights all the other characters.

- **Battle Demo**—Choose two fighters and then kick back to watch a computer-controlled fight. This mode is excellent for learning strategies and discovering the strengths and weaknesses of each fighter.
- **Dossiers**—All fighters in DOUBLE DRAGON V have a unique background and arsenal of killer fighting moves. Checking out each fighter's dossier helps you learn a little something about them.
- **Options**

Take Control of the Fighting Action

From the Options screen, customize game play by adjusting any of these features:

[illegible]	(Easy, Normal, Hard, or Hell)
Round Time Limit	(30, 60, 90 sec., or unlimited time)
Continues	(0, 1, 2, 3, 4, or 5)
Music	(On or Off)
Sound Effects	(On or Off)
Music Test	
Sound Test	
[illegible]	

Three-Button Controller

Start: Toggle Between Fight Mode Set #1 and Set #2

Button(s)	Set #1	Set #2
A:	Light Kick	Light Punch
B:	Medium Kick	Medium Punch
C:	Hard Kick	Hard Punch
A+B+C:	Reset Game	

D-Pad

Up	Jump Up
Down	Crouch Down
Forward	Move Toward Opponent
Back:	Defend (Block)
Up + Forward (Diag.):	Flip Forward
Down + Forward (Diag.):	Crouch Attack
Up + Back (Diagonal):	Jump Backwards
Down + Back (Diagonal):	Crouching Defense

Six Button Controller

Start:	Not Used
A:	Light Kick
B:	Medium Kick
C:	Hard Kick
X:	Light Punch
Y:	Medium Punch
Z:	Hard Punch
A+B+C:	Reset Game
X+Y+Z:	Reset Game

D-Pad

Up	Jump Up
Down	Crouch Down
Forward	Move Toward Opponent
Back:	Defend (Block)
Up + Forward (Diagonal):	Flip Forward
Down + Forward (Diagonal):	Crouch Attack
Up + Back (Diagonal):	Jump Backwards
Down + Back (Diagonal):	Crouching Defense

Meet the Double Dragon Warriors

Billy Lee

Birthday: 10/23/69
Height: 6'2"
Weight: 210 Pounds

Billy Lee's fighting style is known as "Art of the Dragon."





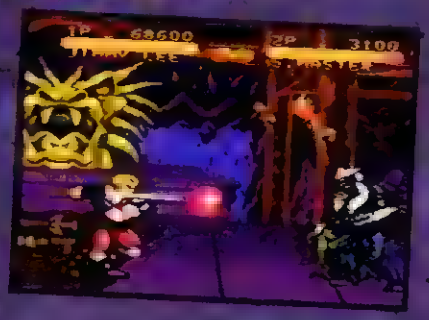
Specialty Moves

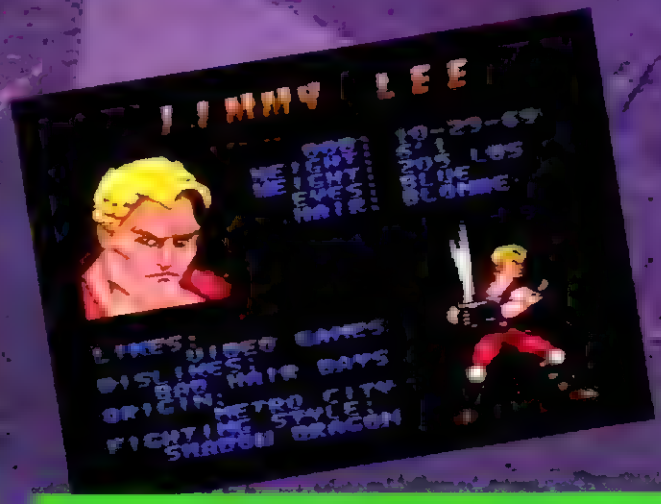
Dragon Uppercut	Forward, Down + Forward (Diagonal), Down + Punch
Lunge Strike	Forward, Forward + Punch
Dragon Spin	Down, Down + Back (Diagonal), Back + Punch
Dragon Fire	Hold Back (1.5 Seconds), Forward + Punch

Jimmy Lee

Birthday: 10/23/69
Height: 6'1"
Weight: 205 Pounds

Jimmy Lee's fighting style is called "Shadow Dragon."





Specialty Moves

Dragon Uppercut	Forward, Down + Forward (Diagonal), Down + Punch
Lunge Strike	Forward, Forward + Punch
Dragon Spin	Down, Down + Back (Diagonal), Back + Punch
Dragon Fire	Hold Back (1.5 Seconds), Forward + Punch



Countdown

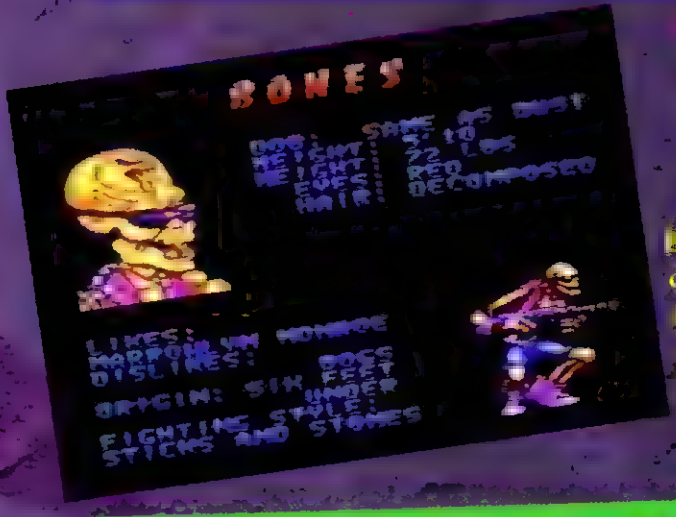
Birthday: Cyborg type 0041 Alpha
Height: 6'1"
Weight: 225 Pounds

Countdown is considered a "factory reject" from the Baton Rouge Bionics Lab. He was to be sold as [illegible] but escaped this fate.



Specialty Moves

Flame Thrower	[illegible]
Rocket Fist	[illegible]
Shocking Spin	[illegible]
Eye Laser Blast	Hold *Back* (1.5 Seconds), *Forward* + Punch
Missile Launch	*Forward*, *Down* + *Forward* (Diagonal), *Down* + Kick



Bones

Birthday: He's dead, so who cares!
Height: 5'10"
Weight: 72 pounds (All bone!)

Bones isn't just a name, it's a way of death. Before he died and decomposed, Bones was valet to King Sargon II. He came back from the dead to rumble.



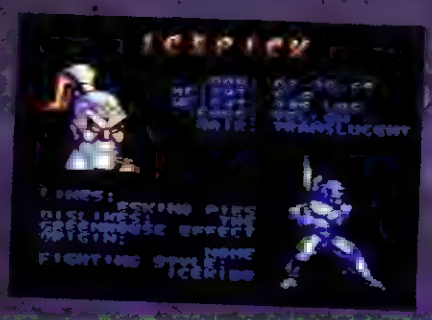
Specialty Moves

Head Throw	[illegible]
Bat Rip	[illegible]
Fire Ball	[illegible]
	(Diagonal), *Down* + Kick
Strike Arm Hammer	*Forward*, *Forward* + Medium Kick *Forward*, *Forward* + Medium Punch

Icepick

Birthday: 2/20/65
Height: 6'4"
Weight: 245 Pounds

This guy is an iceman. His average body temperature is a chilly 30 degrees.





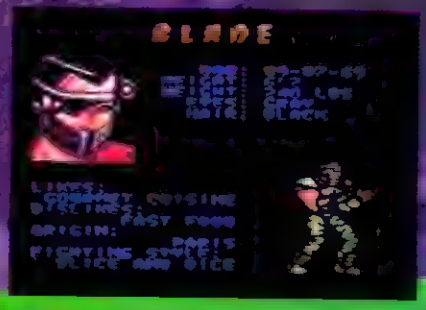
Specialty Moves

Ice Dagger	[illegible]
Iceball	Hold *Back* (1.5 Seconds), *Forward* + Punch
Hank 'N' Slash	Keep pressing any Punch button

Slade

Birthday: 9/7/69
Height: 6'2"
Weight: 240 Pounds

This soldier is part man, part robot. Using his built-in knives, he'll chop whomever he's fighting into tiny pieces.





Specialty Moves

Torpedo	Hold *Back* (1.5 Seconds), *Forward* + Punch
Blade Slice	Keep pressing any Punch button

Trigger Happy

Birthday: 4/21/59
Height: 6'2"
Weight: 270 Pounds

This warrior is mostly human but has a giant cannon that replaces one of his hands.





Specialty Moves

Exploding Punch	*Down*, *Down* + *Back* (Diagonal), *Back* + Medium Punch
Force Field	Keep pressing any Kick button
Rocket Uppercut	*Forward*, *Down* + *Forward* (Diagonal), *Down* + Punch



Lawbreaker

Birthday: 3/23/63
Height: 6'3"
Weight: 280 Pounds

He's big, bad, and ugly. He didn't get his name because he likes candy. This guy is dangerous!



Specialty Moves

Tail Whip
Flying Haymaker
Ground Fireball
Uppercut
Close Spin

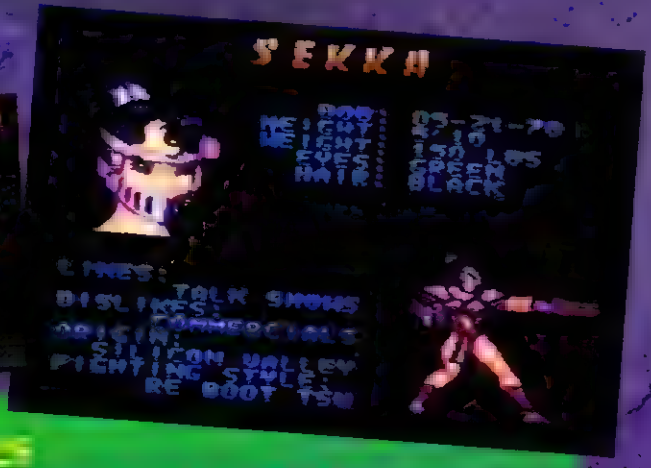
Down, Down + Back (Diagonal), Back + Punch
Hold Back (1.5 Seconds), Forward + Punch
Forward, Forward + Punch
Forward, Down + Forward (Diagonal), Down + Kick
Forward, Forward + Punch
Forward, Forward + Medium Kick (Landing Close)

Sekka

Birthday: 5/21/70
Height: 5'10"
Weight: 150 Pounds

Sekka is one mean fighting machine. Stay clear of her fists!





Specialty Moves

Close Kick
Lean w/ Head
Flying Head Butt
Close Spin
Flying Grinder
Bounce Kick

Down, Down + Back (Diagonal), Back + Punch
Forward, Forward + Hard Kick
Hold Back (1.5 Seconds), Forward + Hard Kick
Down, Down + Back (Diagonal), Back + Kick
Down, Down + Light Kick (Landing Close to Opponent)
Jump Toward Opponent, Down + Hard Kick

Shadowmaster

Birthday: Several hundred years old
Height: 6'5"
Weight: 250 Pounds

Shadowmaster is both pure evil and immortal. Unless you defeat him, he lives on, killing innocent people.

Specialty Moves

Teleport — Forward, Down + Forward (Diagonal), Down, Down + Back (Diagonal), Back + Punch, Kick

Shadow Dash — Hold Back (1.5 Seconds), Forward + Punch

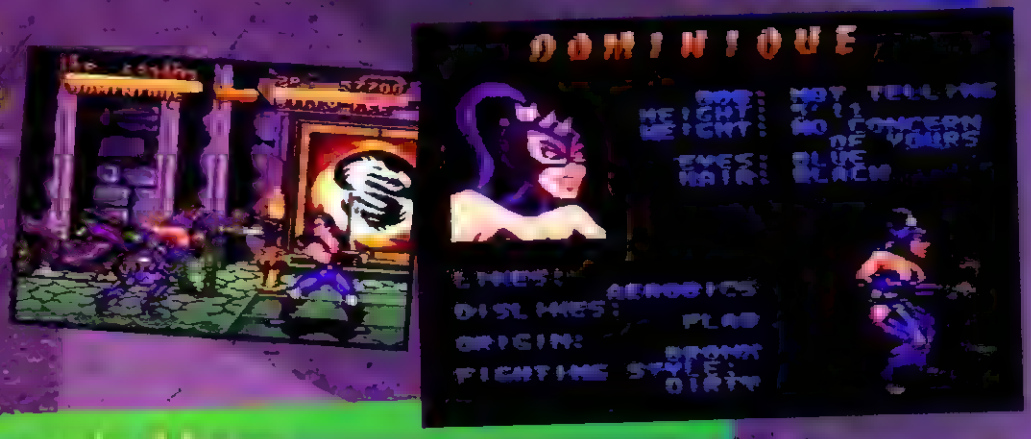
Shadow Flame — Hold Down (1.5 Seconds), Forward + Kick

Shadow Fire — Down, Down + Forward (Diagonal), Forward + Punch

Dominique

Birthday: She won't say
Height: 5'11"
Weight: She's keeping it a secret

Using her whip, Dominique makes even the most feared adversary whimper like a baby. When not fighting, Dominique enjoys aerobics and keeping her slim body in top condition.



Specialty Moves

Forward Roll — Forward, Down + Forward (Diagonal), Down + Kick

Spin Kick — Down, Down + Back (Diagonal), Back + Kick

Stiletto Kick — Jump Toward opponent, ***Down*** + Medium Kick

Slide — ***Down***, ***Down*** + Light Kick

Bickle

Birthday: 7/23/64
Height: 6'1"
Weight: 215 Pounds

This human fighter has no robotic parts, but he carries two nasty giant blades.



Specialty Moves

Air Blossom — Forward, Down + Forward (Diagonal), Down + Kick

Ground Buzzsaw — Down, Down + Back (Diagonal), Back + Punch

Helicopter Spin — Hold Back (1.5 Seconds), Forward + Punch

Energy Blade — Down, Down + Forward (Diagonal), Forward + Punch

After selecting a fighter, use the *D-Pad* to allocate Attribute Points. You must determine a fighter's Overall Strength, Defense, Special Skills, and Reserve Strength. Each fighter starts with 9 points that you must distribute among the four categories.

After adjusting a fighter's Attribute Points, the Battle Location screen appears. 12 battle locations are scattered throughout Metro City. In Tournament Mode and Quest Mode, the computer chooses the fighting location.

Cool Codes for Hot Fighting Action

To start with 1 extra Attribute points, press *Up, C, B, A, Down, A, B, C, Left, C, B, A, Right, A, B,* and *C*.

To start with 3 Extra Attribute Points, press *Down, Right, A, C, Up, Left,* and *A*.

To start with 4 Extra Attribute Points, press *Right, A, Down, A, C, A, Left, B, Up, Down.*

To double damage, press *B, A, Down, Left, Up,* and *C*.

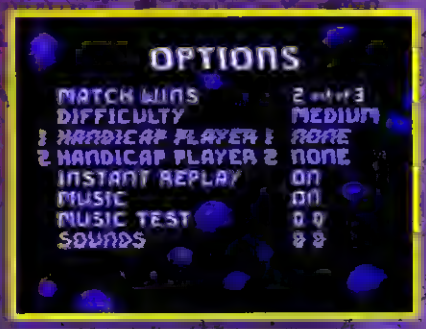
BALLZ

Category: Martial Arts Fighting
Cart Size: 16-Meg
of Players: 1 or 2 players
Controllers: 3-Button compatible
AT&T Edge 21 compatible

Just when you thought you saw all a fighting game can offer, here comes Ballz, called by Accolade "the twisted 3-D fighting game." This game features 16 characters—8 standard characters, and 8 Bosses—comprised of tiny 3-dimensional balls. Each character is capable of performing between 15 and 20 special fighting moves as he partakes in Matches in a 3-D fighting arena.

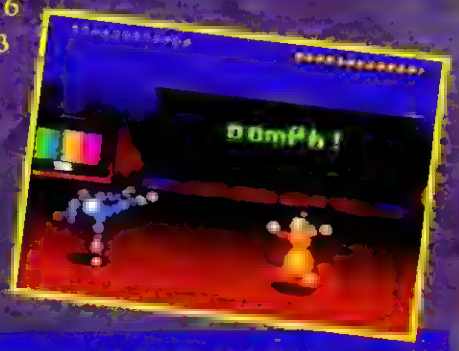
Besides unique graphics, the superb soundtrack and sound effects in Ballz add excitement to the gaming experience.





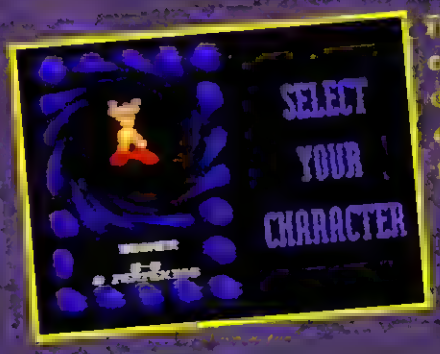
Ballz was developed by P.F. Magic.

Use the Options menu to customize gameplay by setting the number of Rounds a contestant must win to triumph in a Match. Winning 2 out of 3 Rounds is the default, but you also can select 1 out of 1, 3 out of 5, 6 out of 11, or 11 out of 21. Ballz has 3 difficulty levels of overall game play (Easy, Medium, and Hard), and you can assign Handicaps to either or both contestants.

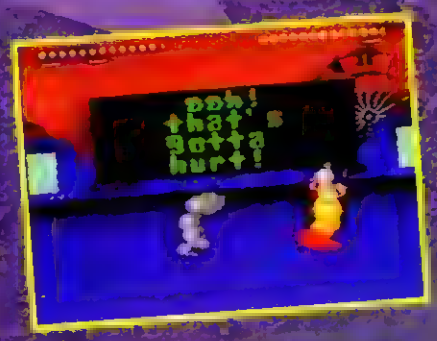


No matter which character you control, each character can perform the basic fighting moves in the following list:

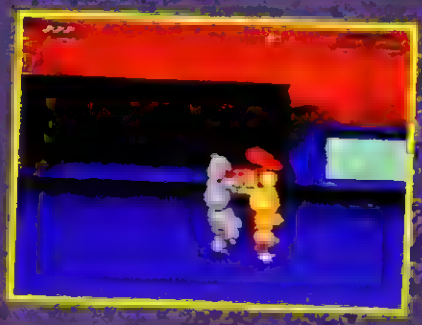
Move	Controller	Move	Controller
Punch	*A*	Short kick	*B+Away*
Kick	*B*	Lunging punch	*A+Forward*
Grab & attack	*B* (when close)	Lunging kick	*B+Forward*
Jump	*C*	Slide (avoid attack)	*B+Away+Up*
Low punch	*A+Down*	Roll attack (forward motion)	*A+Up+Down*
Low kick	*B+Down*	Crouching block	*B+Away+Down*
Uppercut	*A+Away*	High block	*B+Away+Up*



From the Select Your Character screen, each player chooses a fighter. Press ***Right*** or ***Left*** on the D-Pad to scroll through the characters. Each character has unique fighting abilities, plus the power to morph



The Eatz fighting arena's upper left corner shows player #1's energy meter, and the upper-right corner shows player #2's energy meter. The first player to lose all energy loses the Round. In the background an animated billboard provides messages during a battle. Using the ***D-Pad***, you quickly discover that the characters can move in virtually any direction. The timer periodically appears as a message on the billboard at the back of the fighting arena. If no player is shattered (loses) when the timer reaches zero, the fighter with the least damage wins.



When your energy meter is low, you can beg for mercy and replenish energy by repeatedly pressing ***Down*** on the D-Pad quickly.



To perform a Defensive Throw, press ***C*** while blocking.

When 2 fighters are at close quarters, either can initiate a grapple. Once underway, both gamers must quickly press ***A*** repeatedly. The gamer who presses ***A*** the fastest wins the grapple and performs a special attack on the losing fighter





If an opponent grabs you and won't let go, keep pressing ***A*** to escape, and eventually recover. The faster you escape, the less damage you incur.



One way to really annoy an adversary is to TAUNT him. After a TAUNT, any successful attack you perform does extra damage. You can perform multiple TAUNTs before launching an attack. If you TAUNT a character and then he hits you, you take the extra damage. Press ***A*** + ***B*** + ***C*** to TAUNT an adversary.

Meet the Fighters

The following information takes a quick look at the Ballz fighters and a few special moves for each fighter:



Boomer

Special Moves:

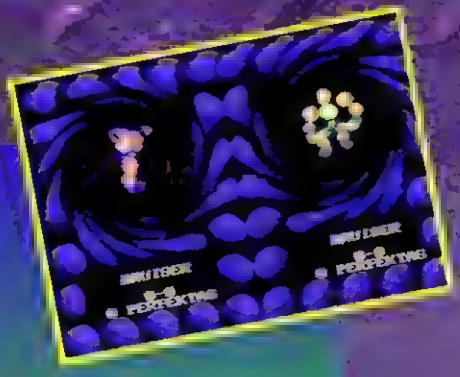
Left Handstand Kick	Left, Left, B
Right Handstand Kick	Kick, Right, B
Head Butt	Away, Forward, A
Self Destruct	Right, Down, Left, Up, A
Morph	Right, Left, A+B



Crusher

Special Moves:

Charge Attack	Forward, Forward, Forward
Pummel	Keep pressing A (when close)
Underhand Horn Throw	Away, Forward, A
Morph	Down, Right, A+C



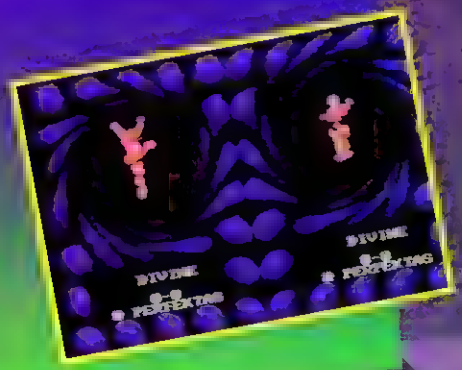
Bruiser

Special Moves:

Earthquake Left	Left, Left, B
Earthquake Right	Right, Right, B
Slide Tackle	Down, Down, B
Cyclone	Right, Down, Left, Up, A
Morph	Down, Left, A+C

Divine

Special Moves:



Kronk

Special Moves:

Overhead Club





Tsunami

Special Moves:



Turbo

Special Moves:

Charging Flip Kick	***Forward, Forward, Forward***
Fly/Hover	***C, B+C*** (***D-Pad*** to direct flight)
Super Blow	***Forward, Forward+A***
Morph	***Right, Right, A+C***



Yoko

Special Moves:

Backflip	***Up, B***
Grab Pole (Swing)	***C, Up, Up***
Gas Attack (Flatulence)	***Away, Away, Away, Away***
Morph	***Up, Right, A+C***
Morph	***Down, Left, A+C***

THE BOSSES

Besides these 8 characters, you have to defeat 8 other Boss characters. Each Boss has a unique fighting style and special powers. Bosses cannot be thrown or made dizzy and are stronger than regular fighters, so to beat them, you must rely on speed, intelligence, and special moves. Your character's ability to Morph proves handy when trying to pummel the Bosses.

Ostrich can stick his head in the ground to replenish his energy. T-Rex can lift an opponent in his mouth.

HYPER MODE PLAY

When you're ready to speed up the action, at the main menu, press: ***C***, ***C***, ***C***, ***A***, ***B***, ***A***, ***Right***, ***Right***, and ***Right*** to experience the special Hyper Mode.



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